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WHAT TO PLAY, HOW TO WIN









Fast and furious fighter - don't miss it

114

Make terrorists pay on your PlayStation Tee-off with Mario's latest crazy game RAYMAN 2: THE GREAT ESCAPE111 Hands up who wants some armless adventuring fun? PSYCHIC FORCE 2012.....

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alf a dozen copies of this Nazibashing PlayStation game up for grabs

SOMETHING FOR NOTHING ON THE COVER The coolest tattoos you'll see outside 28 TUROK RAGE WARS



MILLENNIUM C



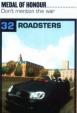


MILLENNIUM CHALLENGE12

ACCESS ALL GAMES14

Who licked the cream of British players in our challenge?

Eve candy to drool over







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TONY HAWK Masterclass: Take the pain out of skating like a pro



Dreamcast?

NEXT MONTH GRAN TURISMO 2 See it here first 117









207 Feb 1999



THE WORLD'S FIRST Bid you know we were the world's first games magazine? Did you also know we're still the IIIC's best selling mag that covers every kind of game? That's something no one else can claim - you don't survive unless vou're offering a superb magazine, and you don't stay number one if you're not a whole lot better than the other mags on the shelves. Those are two judgements that readers like you make every month

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EET THE TEAM...







· Final Fantasy VIII Ready 2 Rumble







Turf Masters



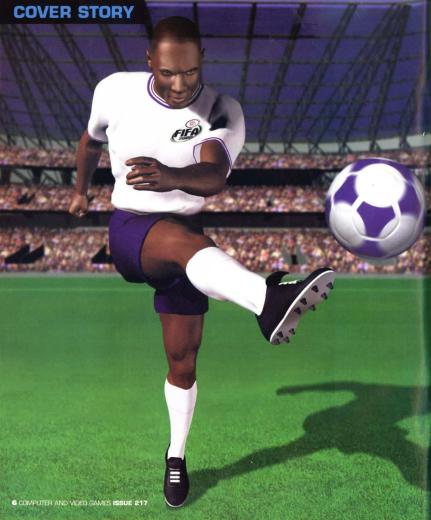


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COVER STORY

00 is
eaven.
I great
with
est of
eeen
Id's



OST: **£34.99**

PLAYERS: 1-4
COMPATIBLE: KEYBOARD/
JOYPAD

orget your season ticket. FIFA 2000 is the only ticket you need to footie heaven. It's packed full of new features and great tricks that let you play like a god with the best teams in the world. But heat of all, it's FIFA. Stateen million players can't be wrong. That's how many FIFA games have been shirted in just aix years – making it the world's best-selling footie series. They must be doing something right. Pull your boots on and check out our review on PC below. You can even have a sneak peek at the PlayStation version too.

WORDS&SCREENSHOTS: DEAN SCOTT

FIFA 2000

There are two certainties in life: that you're going to die - but not before you've played a FIFA game

FANSFAVOURITE

Every year, FIFA's latest tops the best sellers chart as gamers clamour to get their dose of football fun for the year. The new version is a big visual improvement, and the players move and act more realistically than ever before. Brace yoursell



The sensational goals are still in evidence. Expect to net overhead kicks on a regular basis



The players get really upset at a nasty challenge and the ref steps in to diffuse the situation



Though not based on real-life footie grounds, the new stadia are amazingly detailed

<u>instant player guide instant player guide instant player</u>

GOAL CRAZY

On the amateur difficulty setting, you'll happily dence past five challenges and smash the ball in. Looks great, but not too satisfying. On the harder difficulty settings it's – unsurprisingly – much tougher.





Better defenders won't give you any space, but a quick trick turn or drag-back should steel you a yard or two. So down the touchline and throw in an early cross to catch the defenders off guard





A swift double-tap off the shoot button will prepare your striker to volley, and holding the D-pad straight up will make him aim for the corner of the goal. Grin insanely as it screams into the net

COVER STORY

CLASSICMATCHES

Just what was the best football team of all time? Brazil 1970? The under-schieving Dutch team of 1974? Maybe even Englands heroes of 1956? FIFA 2000 lets you settle these arguments once and for all, with the choice to play for and against some the best teams in history.



Old matches are played in sepia tone for authenticity, and the ball style and players' shorts are historically accurate



ball'. The Dutch team were clearly hindered by their mullet hairdos



You don't have to play with old teams, either. Here, present-day Brazil get physical with the young guns of Leeds United

RIGHTANGLE

Most footie games give you a choice of angles from which to view the action, but few offer more than one that is actually practical. FIFAS different cameras can lend a whole new perspective to the game, and the zoomed-out Tower camera is sure to be a big hit with fans of classic topdown footie games like Sersible Soccer.



more of the pitch will make you more ambitious in your passing



The close-up Action cam shows you the superb detail on the players, but it's a bit of a nightmare to play from this angle



The Superb Goal cam kicks-in on replays, giving you a Sky Sportsstyle view of that crucial goal. It's a small feature, but you'll love it

INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GI

DEAD BALL Free kicks and corners aren't the gold mine they were in the previous game, but use the new features cleverly and you'll come to regard set plays as a really good scoring opportunity.



Standing over the ball, the kick-taker has three obvious target players. Stab the Set Play key to set these players in motion



Keep an eye out for the player who manages to shake off hi marker, then loft a pass in for him to head or volley



im for the corner of the goal by holding the D-pad straight up or own. If the keeper palms it away you'll pounce on the rebound

NEWTRICKS

As with any new version of RIFA, there are a host of new features that make RIFA 2000 even more like the real thing. The crowd leaps up and down in the stands when you score, and the players behave more realistically, even arguing with the ref and throwing temper tantoms.



Collisions between players are more realistic than ever before, with the smaller player usually coming off the worst



Players now jostle with each other on and off the ball, holding each other away from the ball. There's also a new ball-shielding feature



Check how the players really do keep watching the ball when it's in the air. Attention to detail that adds a bit of polish to the same



Players psyche each other up before the game and at half-time. They'll argue with the ref as they're point off, too

"Expect to net overhead kicks"

CELEBRATE INSTYLE

A goal's not worth scoring if you can't rub it in your opponents' face with a little jig. To this end, FIFA 2000 has chosen some of the more outlandish antics of Robbie Williams – digitised and used as goal celebrations. There are heaps of celebration moves for you to gloat with



Ronaldo looks well pleased with his hat trick. Surprising, considering Brazil were always going to hammer Watford



England go one up against Iran and our boys are ecstatic — using some of that Robbie Williams stuff. The Iranian keeper looks suitably gutted



Mustapha Random, the Iranian striker, takes a how after squeezing the ball past David Seaman's mighty moustache



Even the old fellas of yore love a bit of it, risking head lice transmission with their corner flag aeroplane dance

INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER G

SKILLS Skills are an important part of the FIFA series, and you should be using them for more than show-off value with your mates. Try some of these out if you like the taste of victory.



The drag-back skill is essential for beating a defender on the edge of the box. You can also use it on an on-coming keeper to go round him for a tap-in, or make him pull you down for a penalty



The hurdle command is useful for dodging those nasty sliding tackles, but will also take you up and over an advancing keeper fo a simple tas-in. Scall



The new hall-shielding feature will allow you to take a pass in a crowd of players, but it's also ideal for wasting time down by the corner flag. Like in real-life footie

COVER STORY

CHANGE OF DIRECTION

Some of the most noticeable changes from FIFA '99 can be seen in the way your players distribute the ball - both for passing and set-piece controls.

KNOW YOURENEM



When in possession, your player now has a passing indicator under his feet. If that indicator is red, passing the ball will result in an interception by the opposition. A green indicator shows a pass will be good, and a yellow indicator means it's risky



games, putting a different button icon above three of your players. This means they can't pre-empt where you're going to throw or kick the ball as easily as when a standard directional arrow is used



opposing goalie in the happy sack off the ball. You can alter how strict he is, but you won't get away with anything gratuitous. You can even see his lips moving as he gives your clumsy centre backs a roasting

CONSOLEYOURSELF

you're a console gamer and looking at these shots in wonder, we've got good news and bad news for you. The PlayStation version hits the streets at the same time as the PC variant, and we'll have the in-depth review next. month. N64 players are due a long wait though, as there are no plans to convert yet. Ditto Dreamcast.



but it's still a better looking game than its predecessors in the series



The detailing on the players looks impressive from a distance, but close up these boys look even uglier than their real-life counterparts



these guys don't look as good, they still behave as convincingly

INSTANT PLAYER GUIDE INSTANT PLA MOTION CAPTURE

videogame for the rest of us

Yet again, the player animations in FIFA's latest are based on a real-life player. This time it's Tottenham and England centre back Sol Campbell, whose movements have been scanned into the game.

But an end-of-the-century FIFA ame wouldn't be right without Mr Millennium himself, Robbie Williams. As well as singing the game's theme song. Robbie lends some of his cheekiest dance moves to the player

There's been much speculation that Robbie will be playable - we can finally confirm that it's true. He's due to appear in a special guest starting line-up in the rest-of-the-world league Wonder what he's like a taking highpressure penalty kicks?



could be captured by computers, creating a better

WHAT WE THOUGHT

FIFA 2000 is the best in the series so far, with improved gameplay, better graphics and a better footie feel. The players collide more realistically, and the difficulty level has been tweaked to challenge skilled players. You can also crank up the speed to test your skills even more. The attention to detail is staggering: a well-placed shot will knock over the keeper's water bottle in the net, for example,

RESERVATIONS FIFA is very much a pick-up-and-

play kind of game. You can score spectacular goals just as easily as tap-ins, and this will dismay those who like to really earn those cracking goals. FIFA also sells on having the real player names, but the number of official licences out there means this version doesn't have the correct stadia. competition names, club sponsors or badges. If you want those as well you'll need a different game.

FINAL WHISTLE FIFA 2000 is undoubtedly the best footie game on the PC. It's great fun and could convert those who hated the previous games in the series. It's better than the last FIFA, although some might feel the improvements don't go far enough to make it an essential

purchase. If you've never tried a

FIFA game, this is one to go for.

IF YOU LIKE THIS TRY THESE. Actua Soccer 2 (PC). ISS Evolution (PS), UEFA Striker (PS, DC)

BUT I LOVE ISS

Is FIFA's latest good enough to win converts from the packed ranks of hardened ISS fanatics? We let a team of them loose on the PlayStation version. Here's their verdict:



WILL JEFFERS, 18 OCCUPATION: BUTTERFLY BOXER BETTER THAN ISS?:NO RATING:3/

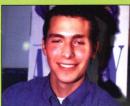
"It's cretty clear that this is a major improvement. over FIFA '99. The players actually look like they're running in this game - in FIFA '99 it was like they were ice-skating. But it's still not quite up to scratch. If they keep improving them at this rate they might have a decent game by 2020! I'd still rather play ISS, but having all the real player names is a big plus point in its favour



GEORGE WHETNALL, 18 OCCUPATION: UNEMPLOYED ACTOR AND MODEL BETTER THAN ISS?:NO

RATING:3/

"It's a good-looking game, but the players don't seem quite so hot when they're close up. As a game it doesn't break enough new ground. It's just a bit too similar to the last game in the series for my liking. The major plus point with the FIFA games is that you can pick them up and have a good game straight away. ISS is a lot more unforgiving and beginners tend to get a hiding first time out.



JAZZ GODDARD, 18 OCCUPATION: PART-TIME TOILET TESTER BETTER THAN ISS?:NO

DATING:2

"It's a big improvement over FIFA '99 and I played that to death. This version plays a lot more like real football, it's more fluid and it's got a better feel to it. Having the proper players' names is good, because with ISS I tend to spend ages typing them all in. You can score some spectacular goals in FIFA games, and it's easy to play. But I don't think this version is enough of an improvement on the predecessor.

"Can you still foul the keepers and get sent off in this one?"



ANTHONY ANIFOWOSHE, 18 OCCUPATION: GUANTUM ARCHAEOLOGIST BETTER THAN ISS?:NO RATING:2/

"Well it's certainly more fluid than FIFA '99. They've taken out some of the soft goals, like from corners, and the pitch area seems a lot bigger. It looks a lot more like a football game now - the players look and move more realistically. It's too easy to score goals in this game. The skill has been taken out of it completely. You can just keep hammering the skill button and not get tackled. It's great for the casual player, because they can pick it up and play it easily. Hardcore players will still prefer ISS, though."



DANNY WILSON, 18 OCCUPATION: MANAGER OF SHEFFIELD

BETTER THAN ISS?:NO

"The others here like having real player names, but I

think it's a bad thing. Your player can take it round eight players and score a cracker, and then you discover the player's name is: David Batty, Batty would never do that in real life! I don't like the feel of this game. Having to keep hitting a button in order to run turns the game into a button-bashing contest. They should have stopped making these games back in 1995."

WE RECKON

These guys are pretty hard to please. The fact that two ISS fans gave it three stars is no mean feat for a FIFA game. But we feel the PlayStation version they played is not as strong as the PC one. FIFA 2000 on the PC is the best footie game around. Next month, we'll give the FIFA fans a shot at the PlayStation version.

COMPETITION ENTRY FORM

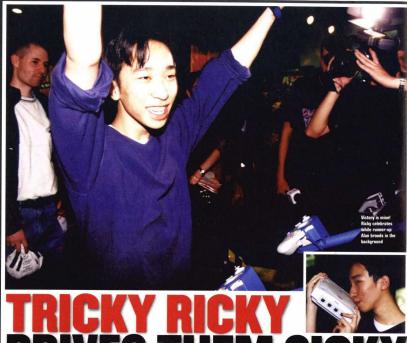
We've got half a dozen copies of both PC and PlayStation versions to give away. Just answer the simple question below and send your entry to "FIFA 2000 Competition" at our usual address. Q: WHO WON THE 1998 WORLD CUP?

Answer:															
Manne															
Age:															
Address															

Tel. No:

PlayStation	or	PC:																	
On occasion EMAP	Action	publishers	el	c	 00	ter	200	di	Set o	e i	Gan	and	ie	199	cia	ted	00	 at	ies

EO NIT wish to have the details given here to be passed on, please tick this box ...



DREAMCAST HITS BACK

GRAN TUROK TURISMO 2 RAGE WARS

INTERNATIONAL TRACK & FIELD 2

More great games to rival PS2. p24

Cars, cars & Multiplayer more cars. p16 mayhem. p28

Button-bashing at its finest. p30

WHO MADE THE FINALS



The contenders (and their qualifying heats) were:

- Ricky In Wai (London)
- Chris Lamb (Birmingham)
- Rudi Halfman (Leicester)
- Daniel Webb (Liverpool)
- Imran Ashraf (Leeds)
- Paul Robertson (Glasgow)
- Alan Fraser (Newcastle)
- Rvan Dereham (Southampton)
- Ben Quince (Bluewater)
- Martin Butler (Oxford)
- Kamal El-Hai (Kingston)

COOL-HEADED Ricky Ip Wai has beaten off the UK's toughest Sega Rally 2 racers to be crowned Millennium Challenge champion. The Londoner was too tricky for the rest, turning in a series of blinding performances as rival racers cracked under the extreme pressures of the finals of Sega Rally 2 on Dreamcast.

SET THE PACE

spectators and camera people gathered to watch the cream of the competition heats battle it out at HMV in London's Trocadero Centre. In the pace, turning in the fastest lap

TIGHT AS A...

the same fastest lap speeds to 100th with Newcastle's Alan Fraser, whose times were steadily getting better.





Liverpool's

is in the

Daniel Webb

driving seat

and the heat

is really on.

through the

qualifier but

lost it in the

quarter-finals

eventually

opening

He did make it

BLEW IT

£500 of HMV vouchers and a one game, a mag subscription and

NERVES

close to victory. "My legs were But both he and ecstatic Ricky





agreed that the winner had superior cornering technique. It took the tight took them in second or third," said Ricky, who has previously won two other player contests. He spent two months playing Sega Rally 2 on a Japanese Dreamcast to prepare for the Millennium Challenge - and it all

SPEND, SPEND, SPEND?

how to spend his vouchers and which spend, spend? "I'll buy a few presents but I'll save the rest for new games." PETER WALKER

Do you want to be a winner at Sega Rally 2 like Ricky? Well

here's how, using Ricky's own tips: Find a car that best suits your way of driving, ranging

from rear-wheel to four-wheel drive ■ To get a good start, don't over-rev the engine at the start

- III Try to get used to the tracks so you can discover where and when you should brake on the turns
- If you stick close to the corners you can save some time - accelerate out of bends once you're certain you've got control of the car. Try not to over-steer. Drive gently
- Not all turns require braking some only require you to let go of acceleration slightly When drifting, keep the drift angle to a minimum. This
- way you should keep your speed up during turns

Winners

GTA GIVEAWAY

■ Darren Peters. Eastbourne: Luke

Brownbridge, Doncaster; Claire Daniels, Dagenham; Asif Shahzad, Stoke Newington: Kieron Thornton, Maidenhead have each won a copy of GTA 2.

DUNGEON KEEPER GEAR

 Jonathan Bragegirdle, Kenilworth: Daniel Shaw Warrington; Morgen Givens, Newport: Mark Cadman. Wordsley; Marvin Murphy, Midhurst have each won a copy of Dungeon Keeper, a hat, t-shirt, pen and a cool CD wallet.

I LOVE GUNS

■ Seriol Dafydd, Ceredigion has won himself a Falcon Light gun.

FIGHTING FORCE 2 ■ Graeme Porter, Liverpool:

Nick Gare. Dagenham; Sian Plummer. Stapleford; Paul Topping, Eccleston: Daniel King, Finland: Jonathan Edwards, Cardiff; Dave Humphries, Shrewsbury: Lloyd Duffield. Cheltenham: Sebastian Dumont. Milton Keynes; Dan Mason, Plymouth will each win a copy of Fighting

SPECIAL THANKS go to all the crew at HMV across the country who helped out with the heats and final, as well as Sega.

Force 2.



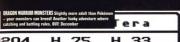


We search every month for ing in-game shots from new games you'll play soon. You won't see better anywhere else









H204 H 25 H 33



FireBane was cast by DRAK!











GAME:GRAN TURISMO 2 FORMAT:PLAYSTATION OUT:DECEMBER MULTIPLAYER:1-2 TYPE:RACING BY:POLYPHONY DIGITAL STATUS:90% COMPLETE

PREPARE TO bin all other racing games – Gran Turismo 2s got it all. You won't believe how much better it is than the original. This is the works. It has everything you could want in a car game.

TRANSMISSION FROM GOD

Given the choice, the man heading up the Giral Trission 2 project would rather drive for real than man on the Physiation. However, it's his job to create great PlayStation. However, it's his job to create great PlayStation games, so he puts his heart and soul into it. This will yith sequel, to a game no one could believe was possible on PlayStation, offers at least triple the enloyment of the original. Everything you could think of is in here, as true to life as PlayStation can manage.

IT'S A CONTINUATION

There are 60 licence tests to complete now, whereas the original had 'only' 24. If you've already devoted time to perfecting the tests in 671, you have the advantage, because all the data is transferable. This unlocks much of the game that would otherwise take you months to work at

IT'S A WAY OF LIFE

Everyone has a big task ahead with GT2 though Try 500 ares for zizo-you're not going to accumulate them overnight. You should be licking your lips at the prospect of owning cars from 55 major car manufacturers. Big manes, all of them. Mistabishi, BMW, and the state of the state

THE BALANCE OF POWER

Though you can't roll the cars, every other aspect of the handling is as true to life as possible. The realism is such that a car's balance will affect its speed, which seems like an expert's iob on the tuning screens.

THREE GAMES IN ONE

Off-road circuits account for roughly half the total in FZZ The track we've seen featured hills to fly over, with dry and muddly patches within the same course. There won't be weather conditions affecting the road surface. But, if you want to act daft, you can take all but a few of the 500 cars on rally circuits, even the most unsuitable ones.

BURN RUBBER

We've yet to see this in action, but GTZ promises drag racing as part of the deal. The team had wanted to make this feature an exercise in precision gear-work. The result is still sure to be worth turning up the volume to enjoy.

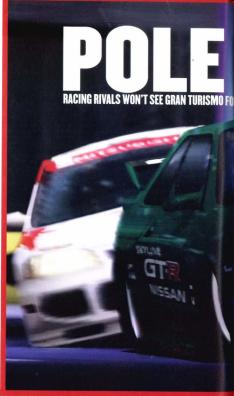
WORLD'S CRAZIEST CIRCUIT

Circuits are built to entertain the crowds in America, resulting in some dangerous but ultimately spectacular nuces. Leguna Seca, included for 672, is tricky for inexperienced drivers since it's impossible to muddle your way around. There's also a crazy corkscrew section, which really shouldn't be allowed.

PAUL DAVIES

WE RECKON

When GT2 is released it will be the definitive racer. Technically, it's the best game ever to have appeared on PlayStation. The uncannily realistic artificial intelligence of the other cars measurements of the control of the contro









Give the Mini Cooper some welly. You never know, you might win



POSITIONED









The Subaru Impreza gets some air on one of the new rally circuits

or'll thrill as the Toyota Supra zips by in the realistic replays

ISSUE 217 COMPUTER AND VIDEO GAMES 17

TO SPEND ON WHATEVER YOU WANT

Answer these ten questions and you could have £100 to spend on games, hardware or anything you like. If you need help with some of the answers, try looking through Computer and Video Game's Scoop! section. Good luck

Which console will Turok Rage Wars be released on?

A Dreamcast **B PlayStation**



2 Who won our Millennium Challenge? A Darth Vader B Peter Pan

C Ricky Ip Wai

3 Which page is this cool screenshot from? A 24

B 28 C 21



How many licence tests are there to complete in Gran Turismo 2?

B 36 C 60

Which Game Boy game looks set to give *Pokémon* a run for its money?

A Gex 3: Deep Pocket Gecko

B Tarzan

C Pocket Dragon Monsters

6 When is the finger-blistering International

Track & Field 2 due to be released? A Now

B Spring 2000 C Never

How much will Jaytech's new Airpad cost? A £25

B £205 C £52

8 Which Dreamcast game brought tears to everyone's eyes at the Tokyo Game Show? A Shen Mue

B Space Channel 5 C Chu Chu Rocket

9 When is the PlayStation version of Psychic Force 2012

due for release? A December **B** January C February

10 Which PlayStation 2 espionage game hopes to better Goldeneye and Metal Gear Solid?

A X-Fire

B International Superstar Soccer C Crazy Taxi

LAST MONTH'S ANSWERS

Want to know if you got the quiz right in issue 216? Here you go then. The winner of the £100 will be in the mag, so please don't call us at the office. Ta very much.

1) A, Pokémon 2) B, 151

3) C, Boxing 4) C. ***

5) B. Skateboarder 6) A. League Managers Association

7) B, £29.99 8) B. Rabbit

91 B. 82 10) A, 16

> LOOK WHO'S RICH The winner of the quiz and £100 from issue 216

is... drum roll, please

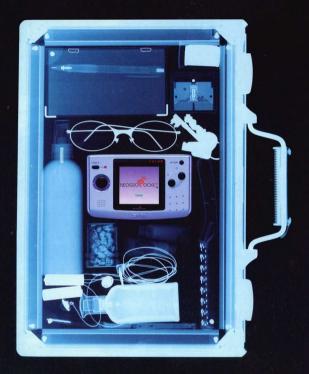
Ashley Hack, of Stanwell

IT'S EASY TO ENTER

first correct entry out of the hat wins. Entries must be in by: Wednesday 15th December 1999. So hurry up.

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get some colour in your life.



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- MULTI-PLAYER MAYHEM allows up to 4 people to play against each other, head to head.











PHOTO BY DAVE HUNTOON

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Distributed by Take 2 Interactive Software, Hogarth House, 29-31 Sheet Street, Windsor, Berkshire SL4 1BY

CLASSY VISUALS WILL SPIN YOU RIGHT ROUND

FACTS

GAME: THE WHEEL OF TIME FORMAT:PC OUT: DECEMBER PLAYERS: 1-16 TYPE:FIRST-PERSON SHOOTER

BY:LEGEND ENTERTAINMENT STATUS: 90% COMPLETE

IF THE first shots of Legend's The Wheel Of Time were enough to make a grown man weep, the finished version is likely to burn through your optic nerves. Based on the Unreal Tournament engine and the bestselling novels of American author Robert Jordan, the first-person shooter-fantasy combination is looking slicker than an Elvis convention in a grease pit.

WOT, WOT, WOT?

These screenshots testify to the sheer splendour that you can expect baroque cathedrals tower over your



head, realistic rain falls splashing through holes in ceilings, stunning particle effects fuel immense fires and the character animation running on a high-end PC is well beyond the acceptable standard.

What of the play? Wheel Of Time sets you, Elayna, and a vast array of spells (over 40 are available in all) against the evil Forsaken. It's a fully story-driven 3D first-person affair. with you confronting nasties screaming such niceties as, "Kill you!" before they attempt to carve your cranium into little pieces with their flying axes. Nice.

The effects of the weapons are as



grandiose as the environments that they exist within. You can expect miniearthquakes, whirlwinds and fireballs in gloriously-lit 3D.

Now for the best news, Legend's in the final throes of development of the game and Wheel Of Time should be on shop shelves before Christmas. So, you'd better hope you've been a good

PATRICK GARRATT

WE RECKON

Definitely one to watch. Hexen meets Unreal would be cool.





month.

FACTS

GAME: PSYCHIC FORCE 2 FORMAT: PLAYSTATION UT:DECEMBER PLAYERS:2 TYPE:3D FIGHTING BY:TAITO STATUS:98% COMPLETE

COMBAT DOESN'T come more revolutionary than the Psychic Force series. And now, we can reveal that PlayStation is also getting in on the act - and it looks set to be the best version yet.

review, page 114) is a spectacular new type of fighting game. expected this festive season, is an customise your fighters, teach other players.



FED UP with your mates Airpad is an analogue/digital

cleaning the floor with you in Wipeout multiplayer? Joytech's £25 new Airpad could be just the answer. It includes tilt control - so shoving your mate off-screen while racing will make him crash on-screen. Perfect for some argy-bargy cheating.

controller in one, and is fully programmable. A PC version is due in January, with Dreamcast and others in the pipeline.



ISSUE 217 COMPUTER AND VIDEO GAMES 21

■ Nintendo's new Dolphin concolo is est to incorporate special texture compression technology, which means sharper, more detailed and less repetitive textures in games.

■ Sega was left red-faced after up to 90 per cent of some Dreamcast launch games, including Ready 2 Rumble had to be returned to stores all over the US due to faults incurred at the disk renlication plants



■ Shen Mue, a revolutionary new eplayer from the mar behind Virtua Fighter, has slipped back half a year, until spring 2000, because of extensive bug-testing. The testing is taking longer than expected due to the complexity of the game.

■ Computer and video games playing could be officially recognised as a sport. London gaming venue The Playing Fields is asking the Sports Council to consider the move. However. Lara addicts beware - only multiplayer games such as Quake are competitive enough to be included.

■ The Association of Independent Software Publishers in the UK is

launching a new seal of quality to stop low-grade oftware making its way into shops. The Association is working with developers and software publishers to ensure new releases meet its standards. Watch out for

the seal after Christmas. ■ Expect a shortage of Dreamcast consoles this Christmas, Industry sources suggest supplies will be extremely tight and the only

way to guarantee getting a console is to order one. ■ The first weekend sales of Pokémon made it to around 25,000.

ANOTHER MONS

FACTS GAME: DRAGON WARRIOR MONSTERS FORMAT: GAME BOY OUT: DECEMBED MULTIPLAYER: 1-2 TYPE: ADVENTURE STATUS:90% COMPLETE

POKEMON ISN'T the only cool 'battle and trade' gig on Game Boy. In Dragon Warrior Monsters your pets can breed, too.

WICKED COMBAT

This is the latest instalment in the Japanese-only Dragon Quest roleplaying games. So it's your first chance to appreciate such stylish characters. amusing stories, and a thoroughly wicked combat system



INVOLVING

It's this fighting element, combined with an extensive pet nurturing system, which makes Dragon Warrior Monsters so involving. Some defeated monsters will want to tag along with you after a battle. These are much more complex than anything you'll find in Pokémon. Less cute too which is a honus



The real jackpot with Dragon Warrior Monsters is the breeding section. Players, ahem. 'introduce' their monsters to other monsters via link-up cable in order to create baby monsters. And best of all, these every coupling. Just like the real thing! That's a lot of fun for your hard-earned cash.

PAUL DAVIES

IAKING SWEET MUS

FACTS GAME: MUSIC 2000 FORMAT: PC PLAYSTATION OUT: DECEMBER MULTIPLAYER: 1-4 YPE:MUSIC CREATION BY: CODEMASTERS STATUS:80% COMPLETE

The sequel to Music, excitingly called Music 2000, is almost here, boasting more samples with which to make killer dance tunes. Plus some new features that could make it the best post-pub game ever.

WHAT IS IT?

Referred to as a music creation tool rather than a game. Music 2000 allows you to make music simply by cutting and pasting existing samples on to a screen. The sequel offers rock and indie tastes are now catered for too, although the main game is still predominantly dance music samples. If you don't like the samples



that are on offer, why not make your own. Thanks to a new peripheral called the Musicbox, you can record your own samples using a

WE'RE JAMMING

Another new feature is Music Jam, where four players can join in the music-making experience by getting together and jamming on screen.

The way you do this is simple: each player has a corner of the up a beat and tap away with it to Hey! this could be a future contender for best multiplayer game.



Loads of cool new features, including Musichox and multiplayer

We can't wait to play it. All in all a promising title, it's just a damned shame that no one came up with a slightly more exciting name for it. MC WU-TALA

WE RECKON Music 2000

RECKO

monstrously

good fun. A

respectable

alternative

to Pokémon.

Refreshingly

hype-free -

for now

Looks like

is looking far more than the original. The lity to add your own samples will mean you never run out of tunes again.



PLAYSTATION 2'S LAUNCH STOLE DREAMCAST'S THUNDER. BUT SEGA'S CONSOLE HAS AN ARSENAL OF SECRET W

Shen Mue brought tears to everyone's eyes at the Tokyo Game Show. There's a big deal being made about emotion in forthcoming PS2 games, and Shen Mue has plenty. The core concept is essentially a RPG, but there's everything from street racing on a motorbike, to Virtua Fighter-style battles. With its fantastic graphics, varied game styles, and life-changing plot, Shen Mue should not be missed.







One section of the name has you helping Ryo escape with a fellow prisoner cuffed to his arm







Martial Arts master, Souliu, taunts a student

Barely 18 months old in the arcades, this has made a perfect transition to Dreamcast. VOs brand of frenetic battle action isn't everyone's ideal, but it's a tremendous show of power. The speed at which the Virtuaroids rocket around the arenas belies their complex polygon models. When the game ships on DC, players will be able to compete over the Net, or battle on the same screen. Gobsmacking!













"Dreamcast is going f***ing nuts...The jury is



We swear this is the coolest rhythm-action game on planet Earth. Believe it or not, this project is from the producer of the Segs Relly games. A sexy sci-fi TV presenter dances with aliens, then blasts them with a laser. The better you get, the more people dance with Ulala (that's her name). You just need to press the right buttons. It's harder than you think. This one makes us horny, baby! Yeah!















From Sonic Team, so you know it's going to be hot. Chu Chu Rocket is a simple puzzle game - help the tiny Chu Chus escape their planet before it blows up. You guide the little guys into their rocket by placing arrows on the floor using the up, down, left, or right buttons on the DC controller. You also have to keep them from being eaten by a fat cat. Up to four people can play over the internet, or on one DC.





The fat orange cat eats any Chu Chus that crosses its path. In this puzzle stage, the player must get every last one of the Chu Chus into the rocket (the blue thing) without copping it



Funkiest driving game ever, with its colourful, ultrahigh resolution graphics and wicked humour. This special brand of mayhem is coming to Dreamcast. 100 per cent perfect, so if you haven't invested in a wheel yet, go for it now. For those of you who don't know, Crazy Taxi has you picking up passengers and powering them to their destination in the most imaginative way possible. Every DC owner will want to flag this one down, but we'll be first in the queue.



Hey baby, you wanna ride? It'll cost ya



Give the paying customer something to remember you by. Like soiled pants and a puke-stained shirt! Whey hey...



Doesn't matter how you get there





and out of luck. Hit 'Start' to continue...

These shots show just how awesome games look on both consoles. As for the consoles, our Mailbag's already filled with your views (page 65),



PS2 gives stunning detail on Jin Kazama's torso; *Tekken Tag* will be a benchmark title

Soul Calibur on Dreamcast looks amazing. You could mistake this for a PS2 game



PS2's high concept design has been greeted
With mixed reactions. Maybe it's too fussy
in the end it looks like 'just another console'

WE RECKON

Should you or shouldn't you buy a Dreamcast? We're clear on this one - the answer is definitely yes you should. No matter how many tricks PS2 has up its slee

From the start there's a library of games to provide years of uality gaming. These aren't just desirable, but essential. Soul alibur, for example, will not be forgotten. But it's not just a flash in the pan - the pictures on these pages show Dreamcast has lity games lined up for years to come

You don't have to take our word for it, either. The word on the street says so too. "The demand for Dreamcast is three times greater than it was for PlayStation when it launched. PlayStation had people excited. Dreamcast is going f** *ing nuts," explained Doug Bone, speaking from HMV head office.

"The jury is still out on PS2. With Dreamcast people know they're taking home a great machine that offers much more than any other console has done before."

Don't play at being a hero. Be one.

You're in command of the LEGO Rock Raiders.
These are your orders.

- 1. Go underground.
- 2. Build a base.
- 3. Control formidable technology.
- 4. Explore hostile terrain.
- 5. Seek crystal deposits.
- 6. Take your team home safely.

A word of warning: beware of Rock Monsters - It's deep, dark and very dangerous down there. Good luck!







EGO Rock Raiders is available s a strategy game for your PC nd action adventure for your

PlayStation.

Also available as a range of



www.LEGO.c

Y TU-ROK "I

NO IFS BUT PLENTY OF BOTS AS TUROK GOES MUTIPI AYER

FIRST LOOK

FACTS

GAME:TUROK RAGE WARS EDDMANT-NIGA OUT: NOVEMBER TIPLAYER: 1-4 TYPE:MULTIPLAYER ACTION BY: ACCLAIM STATUS: 80% COMPLETE

THE THIRD Turok game is set to break new ground on the N64 by being the first multiplayer-based title made for the machine.

NO FRIENDS REQUIRED

Up to four players can compete in an out-and-out deathmatch in some pretty claustrophobic arenas, making for a few interesting nights in with the lads The one-player mode simulates multiplayer by sending computercontrolled opponents in against you, just in case you've got nae mates or spare joypads.

LOOKS TO DIE FOR

The graphics throughout are looking superb. The arenas are varied and intricately detailed, and the Turok tradition of frightening enemies is carried over. The



189 4110

would expect, and the visuals are distinct enough to make the game

CHARACTER ASSASSINATION

The impressive 17 playable characters all have different skills. and there is a truely fearsome array of weaponry on offer. ranging from the relatively weak Warhammer to the rapid-fire Minigun, A particularly tasty sniper mode appears to have been cheekily cribbed from Goldeneve, and a range of game modes rounds off the package, including co-operative modes and an all-out frag fest. What Ready to rock? We are DEAN SCOTT





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Anyone four more? Visuals aren't bad even after TRWs been hung, drawn and quartered





WE RECKON

Multiplayer-only games are proving increasingly popular on the PC, as the internet provides an almost unlimited pool of opponents. How a multiplayer-only game will uncertain. Rage Wars looks great and plays well but some players may want a bit more depth to their singleplayer game than an all-out bot-match can offer.

COLLECTORS VIDEO BOX SETS FROM SERIES 2...



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THE BATTLE to be crowned greatest game ever is reaching its climax. Half-Life, Final Fantasy. Pokémon - they're all there, hoping to walk away with the ultimate gaming accolade. But while there can only be one winner, our probe will reveal the full Top 100 Greatest Games Of All Time. And because it's entirely based on your votes, it will be THE definitive list that no player can afford to miss.

FAVOURITE

online. Even celebs like indie girl

vote closes on 15th November - so

CRUNCH TIME

Now it's crunch time, and the final Computer and Video Games offices We're set to blow the lid on our top secret findings in the next issue Don't buy anything else until you've read it.

WILL YOUR GAME BE NUMBER ONF?

Make sure you pick up next

PAUL DAVIES & PETER WALKER

THE CONTENDERS

There's a couple of wild card contenders in here. The following ames currently have a very big chance of making the Top 20:

TOMB RAIDER 3

No great shocker here. Some of you nominated it because of 'the graphics!' but we know the truth. One voter summed it up by saying, 'It's Lara!'



FIRST LOOK

FACTS

GAME: INTERNATIONAL TRACK & FIELD 2 FORMAT: PLAYSTATION OUT:SPRING 2000 MULTIPLAYER: 1-4 YPE:ATHLETICS BY:KONAMI STATUS: 75% COMPLETE IT HAS been giving gamers blisters since the early Eighties. Now the trend looks set to continue into the new millennium with Konami putting the finishing touches to International Track & Field 2, a seguel to the hit PlayStation game.

FINGER OLYMPICS

The appeal of the game is simple: take a crop of different sporting events and force the player to bash their joypad to make the on-screen





leisurely way, but at a frantic pace, with you pressing alternate buttons as fast as you can. Making events like the 100-metre dash torture for your fingers, but still a lot of fun. On certain events you'll have to adjust the throwing angle of an object, this adds an extra element of timing.

NEW EVENTS

The sequel promises all the sporting events that made the original game great, plus a few that are new, but equally as demanding. Among these are canoeing, weightlifting, cycling,

gymnastics vault. We're not sure how these will translate to the Track and Field style - we'll just have to wait and see. However, we have played an early version of the cycling event and it's important that we warn you now - try and increase your buttonbashing stamina levels in preparation

FOURSOME

The game is played against three nationalities, or if you want more fun, get three friends who are willing to

ADDY NO

YOUR VOTES WILL **DECIDE WHICH GAME RULES THE WORLD**

FINAL FANTASY VII

You love this game for its 'compelling story and great playability'. In fact, one reader says it has 'the best story ever told in a game'.

METAL GEAR SOLID This really is like an

respects the innovative gameplay, though.



LEGEND OF ZELDA: OCARINA OF TIME

'Where do you want to start?' pretty much sums it up for this game. But we'll have to wait and see if Zelda is 'totally unbeatable'...

GOLDENEYE 007

The four-player mode does it for this game, it 'never gets boring'. Also, a lot of you are blown away because it's 'just so realistic'.

CELEBRITY SAY

Here are four celebrities who gamers nailed for their opinion.

TV star Shane Ritchie said. "My favourite game is WWF Attitude. Why? Because my kids showed me how to play it and it's the only one I can play."

Shellie, from funky popsters Alisha's Attic, said. "Time Crisis. Why? Literally, I jump out of my skin, I get beat all

the time." Fellow Alisha's Attic dweller Karen joked, "What's a computer?" But Shellie revealed. "She's

still on Pac-Man!" Rialto keyboard player Toby said, 'My favourite

game is Colin McRae Rally because I like sliding around in the mud. It's great fun."









IE YOU'RE QUICK Vote at (www.computerandvideo

games.com), or call 0800 10 60 61. Closes 15 November.





Sadly, the game doesn't come with steroids you'll have to buy your own

a few days. If you don't already own the original game, you're missing out on one of the best multiplayer games although the sequel

looks like it should be ALEX HUHTALA

114 班 田 田 田 田 田

WE

You'll need to be fitter than a real athlete before you stand a chance playing this. Don't be suprised if vou're asked for a urine test, too

HAPPY HUN-TING ON PLAYSTATION

FACTS

GAME: MEDAL OF HONOUR
FORMAT: PLAYSTATION
OUT: LATE NOVEMBER
PLAYERS: 1-2
TYPE: ACTION SHOOTER
BY: DREAMWORKS
INTERACTIVE
STATUS: 95% COMPLETE

CONTRARY TO popular belief, not all citizens of the UK are still obsessed with bashing the dastardly Hun. But that doesn't mean the PlayStation's first World War Il-based first-person shooter isn't welcome.

HUN-BELIEVABLE

With 24 levels set across 11 missions taking place after the D-Day landings, Medal Of Honour features a hugely commendable attention to authentic details such as weaponry and uniforms. Even the heavy hedgerows are true to the battlescape of the real Normandy conflict.

But while the realism even extends to dead Nazi soldiers falling from balconies, guards rolling to avoid your gun shots and sounds of



Boche-bashing Medal Of Honour-style

approaching footsteps, Medal Of
Honour doesn't want to be a superHonour doesn't make me

Multiplayer has het potato with a greaufe

laugh, you're way too hard for that in Medal Of Honour.

See Next Four Weeks to win yourself a copy



a fairly solid shooter but Medal Of Honour is unlikely to win many medals of it



ROADSTERS REVS UP

NEW RACER HITS CONSOLES AT XMAS

PREVIEW

FACTS

GAME:TVR ROADSTERS
FORMAT: PLAYSTATION,
N64 (ALSO DREAMCAST,
AND GAME BOY COLOR)
OUT: NOVEMBER
PLAYERS: 1-2 PS/1-4 N64
TYPE: ARCADE RACER
BY:TITUS
STATUS: 95% COMPLETE

DRIVE A selection of the tastiest convertibles on the planet in Titus' new racer. The TVR branding means you can expect their ballistic Chimera to be in there, although there are other manufacturers who also feature - the Alfa Romeo Soider. Lotus Elise and Ford



Indigo are all there, begging to be thrashed.

Cars are grouped according to engine size and all handle similarly to their real-life counterparts. The tracks are original, and include racing around an old castle. The N64 version moves at a fantastic speed, and is shaping up to be one of the



finest racers on the format. The PlayStation version faces somewhat stiffer competition – so PlayStation owners might take some convincing that this is the best racer of the bunch. Both Sega Dreamcast and Game Boy Color versions are also in the pipeline.

DEAN SCOTT





VIOLENCE IS THE FIRST ARTICLE OF MY FAITH

"...THIS IS LOOKING SWEET. THE VISUALS ARE LUSH, THE ACTION'S IN YOUR FACE AND IT'S MIGHTY TASTY TO PLAY..."

"BE AMAZED BY THE LEVEL OF DETAIL AROUND YOU. THIS
IS A FIGHTING FORCE TO BE RECKONED WITH. A 200%
IMPROVEMENT OVER THE ORIGINAL"

EIGHTING







GO UNDERCOVER AS HAWK MANSON. THE GOAL IS SIMPLE: INVESTIGATE AND ELIMINATE. AS WEAPONS SPECIALIST AND CLOSE COMBAT EXPERT, YOU HAVE THE ULTIMATE IN KILLING TECHNOLOGY AT YOUR DISPOSALEVALUATE AND RESPOND WITH STEALTH, EIREPOWER OR SHEER BRUITE FORCE - WHATEVER IT TAKES.

NO COMPROMISE. NO COME BACK, LIVE WITH THE PRESSURE.







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XMAS STUFF

Having trouble deciding what presents to buy HOT THIS for your friends and family this Christmas? So were we until we saw these...









hottest console in the shops with graphics and games to die for. If you want one, make sure you get it sooner, rather than later.



XMAS STUFF









Top to bottom: Rib Sweat £44.99, Hood Panel £54.99, Ripstop Jacket £86.99, V8 Pocket Hood £54.99.

■ WHAT AND WHERE?

Tony and Nic wear the latest designs from Hunter. Contact Leisureware Stores Ltd on 01271 870872 for stockists. Tony and Nic not included.



XMAS STUFF STAR WARS Left to right: Anakin's Pod Racer £24.50, Naboo Left to right: Anakins Pod Hacer £24.5U, Naboo Hanger Playset £24.59, Action figures from an assortment £7.59 each, COMMTalk Reader £19.59, Qui Gon Jinn's Lightsaber £24.59. ■ WHAT AND WHERE? Watch the movie, play the movie. Plus, thanks to the COMMTalk, the figures now speak. Available from all major toy stores. 36 COMPUTER AND VIDEO GAMES ISSUE 217





Hook up with Gex at your local games store!





DEEPCOVERGECKO









GAME BOY COLOR

www.eidos.com

€IDOS



23rd Nov

17th November

Director's Cut starring Harrison Ford, is now available on DVD. Cost £15.99. A must buy.



19th November

26th November

Bond movie number 19. The

World Is Not Enough, is due out. Pierce Brosnan stars plus music from Garbage. 007 Tomorrow Never Dies is out on PlayStation, although fairly short in play time.

Splash out £39.99 on Medal Of Honour on PS. We have five copies to e away. Just answer this que Which enemy will you fight in MoH? a) Nazis; b) Vikings; c) Martians Answers to: "I Want To Swat The Souareheads Comp" at our usual address. Closing date: 15th December

26th November

Armonnes out on N64. Alien bugs threatening mamma Earth. Go get Or go get Theme Park World for you Cost. £39.99

3rd December

FINAL FANTASY VII

Final Fantasy VIII out on PC. Reviewed on PlayStation in Issue 216. We revewied the PlayStation version in issue 216 and loved it. Look out for the PC review in our next issue it's sure to be a cracker.



WEEK

10th December

PlayStation. See page 16 for our preview. What are you waiting review it next issue.





4 WEEKS

19th November

WIN WIN WIN

We're giving away copies of Tibenian Sun, sunglasses and bags. Just answer this question: Tiberian Sun is the third installment of which series? a) Command & Conquer, b) Command & Plonker, c) Command & Stonker

Answers to: "Can't wait for Christmas Competition" at our usual address. Closing date: 15th December.



20th-21st Nov ON THE ROY

Catch Gamers on Rapture TV, satellite and cable (10-11am Sat, 1-2pm Sun)

.....

23rd Nov

FUTURAMA The funniest 'toon on the telly

has to be Futurama on Sky One, Tuesdays at 8.00-8.30pm. Repeated Saturdays at 7.00-7.30pm. Continues every Tuesday and Saturday.



26th November SOUL CALIBUR

Soul Dalibur out on Dreamcast. Reviewed Issue 216, Cost: £39.99. To celebrate this top title, we're giving away a bundle of add-ons for your Dreamcast, thanks to those fine people at Mad Catz and Blaze.

Just answer this question: Which company makes Dreamcast? Answers to: *Duh, it's Sega Competition* at our usual

> Games Games

26th Nov

DIABLO 2

Diablo 2 finally hits the shelves. Sequel to Blizzard's devilishly addictive roleplaying game. Buy it and chances are you'll cross swords with the Computer and Video Games team online.



27th-28th Nov ON THE BOX

Catch Gamers on Rapture TV, satellite and cable (10-11am Sat, 1-2pm Sun)

••••

4th-5th Dec ON THE BOX

Catch Gamers on Rapture TV, satellite and cable (10-11am Sat, 1-2pm Sun)

....

6th December

THE MATRIX

Blockbuster The Matrix, released by Warner Home Video on DVD, costs £19.99. It's fully interactive, which means you can stop the action at any point to find out more on the characters and the making of the film.



10th December

SOUTH PARK RALLY

You've seen the series, watched the movie and played the shooten 'Now its time for South Park Pally. Road mayhem Mario/Cartman-style. Or maybe you'd rather suck on some of Chef's chocolate salty balls? South Park Chef's Liw Shack, out 19th November, could be just your cup of tea.



12th-13th Dec ON THE BOX Catch Gamers on Rapture TV.

satellite and cable (10-11am Sat, 1-2pm Sun)

•••••

5th December

SSUE 218 On Sale

Turn to page 117 now for the rundown on what's hot in the next issue of Computer and Video Games.

NEOGEO POCKET

t's official - the spanking gorgeous new NeoGeo Pocket Colour is now the world's most advanced hand-held console. And, best of all, it's arriving just in time for the holiday season boasting a stunning range of launch

games. The 16-bit machine can display 126 colours on screen at once and is powered by two AA batteries - giving you a well-endowed 40 hours of non-stop gaming. Just as well, because NeoGeo's about to wreck your social life - big-time.

MY OTHER HAND-HELD'S A

NeoGeo - why God invented hands?

WORDS: ALEX HUHTALA PICTURES: KENNY P

Undecided about which handheld to buy, or want to know the most powerful? Here's the tale of the tape for the hand-held heavyweights





PRICE	£59.99	£69.99
PROCESSOR	16-BIT	8-BIT
ON-SCREEN COLOURS	146	52
	(from a palette of 4096)	(from a palette of 32,000+)
SCREEN SIZE	6.5cm	6cm
DIMENSIONS	7.9x12.9cm	13.3x7.6cm
CONTROL	JOYSTICK	D-PAD
POWER	2xAA	2xAA
BATTERY LIFE	40 hours	40 hours
NUMBER OF GAMES	14 (at launch)	500+

Thanks to Enlightning Entertainment you could win one of these snazzy little machines out and get hooked for a long time. The prizes are a console and t-shirt! All you have to do is answer this question: What colour is Pac-Man? To register your answer, visit www.enlightning-ent.com. As a special bonus to CVG readers, there's also a 10 per cent discount on all products offered on the site while this competition runs. Cheers guys!







NEOGEO POCKET

AT ABOUT THE GAMES?

MAKE SURE YOU GET THESE...



TURE MASTERS

A fantastic golf game that is very playable. Choose from six different characters and compete in three different tournaments, with an incredible 54 different holes. It's easy to understand and simple to play, but you'll need expert timing to complete a course under par. If you thought golf games were boring and too technical, check this out.





SAMURAI SHOWDOWN 2

A close second to King Of Fighters R2 in the fighting stakes, this is a weapon-based beat 'em-up, again featuring 14+ characters and a variety of play modes. You can choose whether your character is good or evil, and this affects their special moves. Play well, and you earn graphic collector cards that you can swap with other players.



FATAL FURY FIRST CONTACT

Inferior relation to the other two fighters on the console. You only get 11 characters at first, the play is much weaker, and the characters not as diverse. Three different special attacks add some variety, but there aren't as many modes of play as the other SNK fighters. Do yourself a favour and get King Of Fighters or Samurai Showdown instead.



POCKET TENNIS

A simple tennis game that provides plenty of enjoyment. Choose a player and enter a tournament, aiming to win as many trophies as possible. There are male and female characters, all with different strengths and weaknesses. The moves are limited, but it does everything you'd expect of a tennis game. Pity the computer characters are easy to beat.



NEOGEO CUP PLUS

Football on a hand-held is always an overhead affair and Cup Plus is no different. What makes it unique is the rivetting story mode. where your chosen team compete in tournaments and try to get to the final. The football itself is clear to see - although you can't see much of the pitch, which makes finding your team mates difficult.



PAC-MAN The arcade legend of vestervear turns up in

his greatest portable incarnation ever. A very faithful conversion of the original arcade game that comes with an adapter to attach to the joystick - so you don't keep making needless diagonals. Best of all, not only can you view the maze close-up, but in full-screen as well. Still an essential game.



NEO DRAGON'S WILD

Gambling and poker, this is more like it! Build the winning hands and make big money. Do this using the special dragon card, and you're whisked away to a special slot machine where you can earn even more cash. It's all virtual of course, but if you find racking up huge amounts of wedge by gambling fun, then you'll



METAL SLUG: 1ST MISSION A modern arcade hit for SNK, it's a fast and

furious wartime shoot 'em-up, where you control a lone soldier sent behind enemy lines to kick ass and free prisoners. Variety is added in the form of power-ups, including the Metal Slug tank of the title. Jump in this whenever you see it for extra firepower and protection. For a true challenge, play in hard mode.



An old arcade hit that plays like Pac Man in reverse. Instead of clearing a maze full of dots, you have to paint the maze, because you're a brush and that's what you do. This undate includes 25 different levels, a character collection side-game and Time Trial mode on completed mazes. A great game that has aged extremely well.



NEO CHERRY MASTER COLOR

Bizarre name, but great game. Another slot machine, that's more complicated than Mystery Bonus. Still no nudges, but it's a simple game that provides simple pleasure. Providing you enjoy watching chemies, melons and bells falling into place. All the gambling games include a bonus high-low card game to gamble more money - almost as addictive as the real thing.



KING OF FIGHTERS ROUND TWO

The best hand-held fighter ever, so good it puts most home console fighters to shame. Choose from over 14 characters and slug it out to prove who's best. Modes include a Making Mode, where you create your own fighter and select their attributes. Secret moves and hidden characters add to the longevity. Plus it hooks up with Dreamcast's King Of Fighters.



PUZZLE BOBBLE MINI

Probably the second greatest puzzle game of all time after Tetris. Puzzle Bobble has appeared on too many consoles to list and has spawned endless sequels. This mini version works well on a hand-held, where the bubble-bursting action is as intense and colourful as ever. It even has the famous theme tune, except there aren't any words.





Jammy toast can wipe out a Panzer division. The Brazilian World Cup Squad can be defeated by a mug of cold coffee.

It happens, It's expensive. And it really ruins your Wednesday.

So how do you protect thumb-blistering favourites from doom and destruction?

With CDfender.

True. CDfender may not offer much by way of nuclear-tipped arsenals or grenade options. But this near little disc of polyvarbonate film is the closest you'll get to an impregnable shield for CDs. You just peel off the backing, slip it on your CD and CDfender wards off the demons of damage and data loss.

The laser reads through it play after play as if it wasn't there.

And should you ever tear your ravaged eyes away from the screen, CDfender works as well on music CDs and even CD-ROMs.

With CDfender, it's your opponent who's toast, not the CD.



STRATES

COMMANDOS -REHIND ENEMY LINES PC £30



THE BIG IDEA

You control six commandos taking the fight to the evil Hun in occupied territory. You're heavily out-numbered but these chaps are pretty versatile and will snipe. spy and blow things up.

SOUNDS FUN

THE RIG IDEA

SOUNDS FUN

Depth is added when you realise

Commandos is every war movie vou've seen, except it's you pulling off the against-all-odds hero stuff. his version still pits the evil NOD

against the GDI good guys in that

wholesome 'waging war' way.

in to ruck with the bad guys. A

simple formula that has

HERMIT FACTOR

Stealth shouldn't be rushed, and when you're crawling around in the snow with only a knife for protection you'll know what I mean. Each mission will take a good hour to finish, but it's so compelling you'll burn the midnight oil to crack it.

BRAIN POWER

Clever though your six troops are,

you have to develop new weapons over time to stay ahead. HERMIT FACTOR

Tiberian Sun has all the appeal of the previous Command and Conquer games, with some of the sexiest visuals in the genre. Fall under its spell and you'll be getting 40 kills



rather than BRAIN

POWER

000

simple, but any fool can win battles head to win the war





PC £34.99 (N64 and PS version available)



PC £34.99



CHAMPIONSHIP Manager 3

THE BIG IDEA Take charge of a footie team of your choosing and help them win things. Train the players to get the most from them, or just buy new ones. You can sign Ronaldo for your local team if the board will splash the cash. SOUNDS FUN

Championship Manager 3 is the

apex of the management genre. The detail is amazing, and might prove daunting to the less committed, although football buffs will lap it up. Strategy is key here, so don't go expecting /SS-style action. HERMIT FACTOR

Dragging a club up from lower league obscurity to the lofty heights of the Premiership will finest games made. The thrill of

achievements is amazing, and the

against the Romans is huge

managerial skill. There's a multiplayer option, though, so you needn't be lonely, and there's nothing quite as satisfying as seeing your mates battling the drop whilst you beat everyone in sight. **BRAIN POWER**

take time, patience and a lot of

If you're looking for no-brainrequired football fun, you've come to the wrong place. You'll need

your team sliding towards the relegation zone. It's quite a time commitment too, as playing through an entire season can take hours. Thing is, it's so completely addictive you'll keep hammering at that mouse until your boys lift the European Cup.



CIVILIZATION 2 DC £12 99

(PlayStation version also available)



THE BIG IDEA

World domination, chiefly. Start with a small band of dedicated mighty empire. You can then try just kill all the other civilisations **SOUNDS FUN** Though utterly uninspiring to look at. Civilization 2 is one of the

HERMIT

FACTOR Rome wasn't built in a demolish it in that time Civilization 2 is just begging to friends can be persuaded into a multiplayer game, it'll have them

BRAIN POWER

chariot, so careful planning of technological advancement is



PC £35



THE BIG IDEA At times your game-playing skills

are god-like, but have you ever considered playing as God in a game? Populous gives you the chance to guide your tribe of followers to greatness by building them villages and sending earthquakes to rumble the opposition.

You can train-up priests to

convert the enemy infidels, and if that doesn't work, your warriors are good at wanton destruction and your wizards can cast facemelting spells

without remorse HERMIT FACTOR Being God is a lonely

never been so much

fun. Brilliant.

pursuit. You can drawn people for fun with freak tidal waves, but

thankfully Populous has an Net multiplayer option, so you needn't be a loner **BRAIN POWER**

The interface is easy to learn,

but being God isn't the job for a thicko. You'll need to be on the ball for hours at a time to win the bigger battles.

THE BEST EVER...

imes have moved on. Real-time action. gorgeous graphics and innovative interfaces have transformed strategy games from dull-as-muck, painfully unexciting. cerebral experiences to full-on, sexy-player must-haves. And the current crop of brain-teasers has something in there for everyone, though most started out on the PC before spreading like an infectious rash to consoles



From time to time, a gamer needs to stretch BRAIN RATING the grey matter as well as the reflexes, and if a game gets a five-brain rating, its pretty intense.

- What are you doing still reading this. Go forth and buy Well worth blowing a chunk of your time and mind on
- Not the most demanding but good for a mental work-out
 - Taxing strategy game? Don't make me laugh. Steer clear At least the box might be useful if you're out of bog paper

SIMCITY 3000 PC £12.99 (PlayStation version available)



Starting with a large area, build vourself a sprawling metropolis with facilities and services to keep

your people happy. Or alternatively take charge of a current city and solve its problems, like had traffic or flooding

SOUNDS FUN

THE BIG IDEA

Dull as that sounded the SimOty series has appeared on practically

every machine known to man. The reason? Once you get into the game and start laying roads and powerlines you'll be hooked. HERMIT FACTOR

Getting a city up and running is a lot quicker than building an empire in Civilization, but requires careful nurturing for it to continue growing. Expect to spend a lot of time pondering transport policy.

RRAIN POWER While it requires little intelligence

to get a basic city running, it will soon run into problems. Increasing crime rates, flooding, traffic iams all cause headaches - and a surprise earthquake will really have you panicking.



HIDDEN & PC £35



THE BIG IDEA

The trouble with strategy look pants. Hidden and Dangerous is the exception to this rule. It's basically a 3D version of Commandos, which is a very good thing indeed. And even non-strategic bods into

its world of ours and mortan SOUNDS FUN

Being 3D, this game gives you around a level will get you killed pretty of the day here. And

HERMIT FACTOR

to get through, but the sheer over. Shoot Germans, free prisoners, set explosives, steal maps **BRAIN POWER**

plan of action. The levels get more cunning player, so the Experience teaches you a few tricks, and you'll need them to get through the tough later levels. It's rewarding in the end. 000

ROLLERCOASTER TYCOON PC £35



THE BIG IDEA

People love theme parks. provided the rollercoasters aren't so extreme that they shake your eyes out. As the tycoon in the title, you're responsible for making sure the theme park is a raging success, complete with your own trademark rollercoasters

SOUNDS FUN

Designing the coaster from hell is great fun, but there's a bit more to this game. You have to keep the punters happy and make sure you've got enough staff around to maintain the rides and sell food. HERMIT FACTOR While not as absorbing

featured here. RollerCoaster Tycoon succeeds by offering something just a little bit guirky in the genre. Getting your park running smoothly and profitably is quite a challenge. And yes, it does look more than just a little like Theme Park, so if you enioved that game you'll love this

as some of the other games



As well as researching new rides, you also need the business acumen to make your park a financial success. The game is light-hearted and is the ideal chill-out zone after a mad blasting session.

DUNGEON KEEPER 2 PC £30



THE RIG IDEA Heroes. Don't you just hate them? Always breaking into and populate it with beasties. SOUNDS FUN

Keeper 2 will make you laugh and sweat. Keeping your enough, without other keepers HERMIT FACTOR

The novel gameplay and fantastic it. Drawing the nastiest possible

Multiplayer mode is even better. **BRAIN POWER** potentially years of fun in

this one 000





THE BIG IDEA

Space is a big place without any roadsigns. Pilot this mothership and get it back to the long-lost Homeworld. Use the ship to build fighters to make sure that long haul home goes smoothly.

SOUNDS FUN

If you prefer your real-time combat to take place on Earth, maybe you haven't played

Homeworld, It's presented in 3D and the basic mine/research/ equip gameplay isn't far removed

from Command & Conquer. HERMIT FACTOR

Hameworld is unforgiving on the player. Manaeuvring your units around in real 3D will have you tearing your hair out. Persevere and you'll become immersed in this epic space opera.

BRAIN POWER

Sussing out the controls is going to give you a major headache. even before you enter hyperspace. The missions range in difficulty - the later levels are rock-hard.

UTRICK





Kickflip to Indy

Sex Change

Varial'



GRAB TRICKS



Indy Nosebone

Rocket

Benihana

GRIND TRICKS



360 Shove It



360 Flip/Front

Foot Impossible* Impossible

Tail Grab

Method

Stalefis

Nosegrind

Crooked Grind Boardslide Smith Grind

Crooked Grind Boardslide Smith Grind

5-0 Grind

THE WAREHOUSE

WAREHOUSE TAPE CHALLENGES 5 000 PAINTS S MASH-THE-B DYES-15 000 POINTS

First stop is the warehouse, and none of the tapes should give you that much of a nightmare. The secret tape is the trickiest part of

SKILLS TO PAY THE BILLS: Get used to all the obstacles while they

Japan



A good rule of thumb in this game is if you can't find an item, you five boxes you need to smash that isn't immediately obvious is the down the rame



The letters are obviously placed, and the only one you might have to get enough pace soing so that you can grab it as you leav over the top of the pipe. The langer you hold X before the ollie, the further you'll go. Remember that

TONY HAWK'S SKATEBOARDING

MASTERCLASS

HIS MONTH: Skate or die!

Playing Tony Hawk's Skateboarding is a lot like real skateboarding. There's no easy route to becoming a skate god; you've got to practise, practise, practise. But even when you're fully skilled-up, some of the items might be causing you grief. That's where we come in...

...YES YOU CAN!

Busting out a ten-combo grind sequence might sound crazy, but practise makes perfect...

ore easy to find. It won't be the first or the last time you see rails and ramps, so master them here first



HIGH SCORE

Even better news is that clearing the half-pipe same you a tasty points benes, which will set you well on the way to collecting that \$300 points tape. This level is the best for practising your half-pipe dechains in each to hig assist. It's a still you'll be using a lot



PRO SCORE

The pro score tape is a drop in the occan compared to what comes later, so get yourself acquainted with the moves that score big, right away. Remember that leaping off a rail on to asother multiplies your points, and even offying along the same rail will yield big points with the property of the same rail will yield big points.







-

Blaze down the rump at full till and toe your skater alightly off to the right. When you hit the half-pipe, an oillie will send you fipe ower the top of the pipe and crashing through the secret room where the hidden tape is. It you get the angle correct, you'll beg

MASTERCLASS

TONY HAWK'S SKATEBOARDING

BACK TO SCHOOL

SKILLS TO PAY THE BILLS: It's now that you need to look and



The school is a bit different to the warehouse level. It requires a better knowledge of the area if year're to succeed in getting all the letters or grind all the tables in the allotted two minutes. Familiaries yourself with your surroundings, and we'll fill you in on some of the less obvious staff.



S.K.A.T.E.

The trickiest letter have is the S. You have to get on the handrail of the stairs that lead to the lower parts of the grounds. It's just to the letter of the stair point, and you'll need to carry enough momentum to slide down the full length of the rail to get the letter. The rest of the letters follow logically down the course



TOP FOR A PICNIC

Just in case you weren't listening before, the trickiest tape on the School level is the one you habitually skate past. Stop on the start ramp and edge over towards its left edge. Yonder lies the first picnic table. If you miss it here, you won't get back to it in time from the other side of the school arounds

SHOP TILL YOU DROP



The Mall is where the tape challenges start to hot-up. The secret tape is particularly tough. Make sure you maximise the two parallel rails over the water in the main room. Tricking between them earns ailly points, and sets you up for the high-score tapes

SKILLS TO PAY THE BILLS: Learn the leap of faith. The secret tape



S.K.A.T.E.
The K is the tough one here. Don't go up the first escalator as you start the level, but continue round to the fountains. Just to the right of the water there's a ledge with lots of bushes upon it. If you get your speed up and unied alone the edge, wou'll pick up the letter



which CAR I BUT PAPITS
The trickiest Mall directory is at the top of this escalator. follow it up and to the right to find it. Peer over the ledge at the end, and the two ralls you see are the ones which lead to the secret tape. You can jump on to them from been, are you can follow the slightly escience.

GOING DOWNTOWN



The Bowettown level lets you rip up the streets in fine style. Apain, good knowledge of the geography is essential to wrap up the tape challenges, so go for that free skate and get ocquainted. There are lots of gap clearances to work into combos here for the big points

SKILLS TO PAY THE BILLS: Venture to the roof tops to get both



The tricky letter T is hidden in a glass walkway above the main street. Smashing through it off a memorable trick is one way of getting to it, but there's an easier way. If you skate up the traile in the corner of the main street, it leads into a teisty passage which loads to that walkway.



I CAN SKATE WHERE I LIKE

Have a spick two, and you'll spot most of the signs on your any round. Follow the road you start on round to the left, past the main square with the fountains. As you pass the truck sticking out of the garage, you'll see the side of a half-pipe, and the hidden sign is on top of that

TONY HAWK'S SKATEBOARDING

MASTERCLASS

remember. The levels get bigger so, learn to investigate every door and ramp for potential secrets



The first points challenge should be a piece of cake - 7500 points isn't a lot to ask. And if you haven't earned them by skilfully tricking around the course, find yourself a section which resembles a halfpipe and get in some 720s. You'll soon have the tape



PRO SCORE

The pro score points tallies are starting to hot-up now, so mix up your tricks for big points. The School level features lots of rails you can grind on to, and jumping and grinding again on the same rail will multiply your score. Head for your designated half-pipe section for



Head up on to the roof and make your way to the far edge, as indicated in our picture. You need to take a leap of faith from here but doing so will land you on a ramp. Head down this ramp and the hidden tape will loom into view. Grab it by jumping off the

will teach you the art of the gap transfer. As you progress this becomes increasingly important



As with the other levels, there's no magic points formula. Every invol has a half-sipe or a bowl-like section where you can rack-up some quick-fire tricks, and the Mall is no exception. The thing to watch out for in this area is the gap left in the bowl by the lifts. Landing in here will cost you time and probably teeth



All that time practising your rail grinds really pays off in the Mall. There are lots of sections where you can jump between rails racking up big points, and every escalator has a hand rail just waiting to be ridden. There are big points, too, for the rail slide that will win you the secret tape, but more on that later



Just to the left of the escalator you just went up is a gantry with the end of this at speed. Hold the prind button to get on to the suspended rails over the side, and keep tricking to retain the momentum of the slide. The tage is at the end of these rails

a good view of the level, plus the chance of some huge gap clearances/transfers



- A good gauge of your progress so far is how often you're dropping in the skater's special moves. A couple of big scores will trigger the Consult the manual for the key combo for the trick, and let it rie to
- get you searer that pro score



With the points required for tapes rising all the time, you should be making a note of good areas for combo tricks as you skate around. There are ones right at the start of the level, where you can office and grind on the edge of a raised platform. Offic off it on to a rail.



To get the hidden tape, head up the same trailer that got you the letter; but this time head up on to the raised platform at the too. You may have seen the tape twinkling away, and to get it requires a leap of faith over the side. Again, it might take you a few attempts to get the alignment spot on

MASTERCLASS

TONY HAWK'S SKATEBOARDING

DAM THAT NOSEGRIND

SKILLS TO PAY THE BILLS: Patience is a virtue. This is probably the



As its name suggests, you can get a lot of speed up on the Downhill level, and you need it to get to some of the items. The hidden tape here is extremely difficult to attain, and even with as holding your hand you're going to have to try and retry before you get there. Have faith that it's possible, keep your composure and you'll be okay



The trickiest valve is the one you skate past at the start of the level Ollie up on to that first set of parallel bars and it's yours. The next one is on a ramp slightly further down the course; the third on the rail above the half-pipe; the fourth on the underground ramp and the fifth on the wall near the bottom of the course. Phew





The toughest letter to get is the last one, and it's right at the bottom of the course. You need to use the sidewall as a ramp to launch you up high enough so you can grind on the adjacent rail. Momentum is the big problem here, and you'll need to keep jumping, tricking and grinding again. Get to the end of the rail and you get the letter and

NEVER TRUST A HIPPY

RANCISCO TAPE CHALLENG 50 000 Paix FRESS & TO START

One look at the scores needed for the tapes should tell you that this level is no nushover. You'll have to be skating at the absolute limit with a formidable repertoire of moves to get close. Dropping in your character's special moves is easy points when you know how, and keep an eye out for the gap clearances

SKILLS TO PAY THE BILLS: Been there, done that. If you get this far



WIND WIND IT'S DA SHIND OF THE DOLLGE Again, the car you're most likely to miss is right behind you at the roof of the car. There is another car outside Porkers Doughout shoo around the first corner, and two at the crime scene. The last is behind the odd sculpture in the main square



The hidden letter is a touch one to snot since it's obscured and high up. As you're tricking off those rails, stop before you come off the last one. A sharp right turn will take you into a glass box and the letter is inside. Often your best ally in finding hidden objects is the replay camera, as it gives a slightly different view

GOING FOR GOLD



The Chicago Skate Park is the first competition stop. You need to win a medal to advance, and the way you do that is by impressing the hell out of the judges with your crazy skills. There are a lot of obvious areas to go for here, and not many which are going to slow

SKILLS TO PAY THE BILLS: The skills you've learnt have to be used



We've said this before, but you can't go wrong with finding yourself a nice half-pipe section and playing around in there for the duration You'll need to exhaust your reportnice in the air, but the quantunity is there to register a lot of hig tricks in quick succession, which the judges love



The second competition is set in another park, but one with a completely different layout. You'll notice there are lots of bowl sections, but equally prevalent are principle ledges, and you really need to mix up your skills to win here. You'll need to have a forage to find out where the san clearances are, as well

TONY HAWK'S SKATEBOARDING MASTERCLASS

hardest secret tape going. If at first you don't succeed, try, try, again and again and again!



Even after you've allied along the length of the rail that yields the letter E, it's too big a points scorer to ignore when you're on the truil of the pro score tape, 40,000 points is a big ask, but if you A session on the half-pipe should finish it off







As you're hurtling downhill and over some gaping chasms, there are a lot of gap clearances and rail slides to be had here. Again, there's transfer from rail to rail should rack-up a stack of points



After you've ridden the rail that takes you over the half-pipe section you'll see another rail. Ride along it and don't fall off at the other side. You then need to wall-ride the next gap, jump on to and across the rock bridge and clear the next gap with a wall-ride or a grind. A leap of faith off the next rame bags the tage. Good luck

you've mastered the tricks you need. Just get out there and bust your special moves



The best tip here is the location of the hidden bowl. You'll probably mend to rack-up that 50,000 pro score. You'll recognise this street in the game, and jumping up the ramps as indicated sends you smashing into a hidden room with a rather tasty bowl for you to get



pan scoop

Heading for the centre of this level reveals a mass of ledges and and the very best skaters know where they can score the big points and follow a similar route each time they play



You can see the tape above the pagoda in the main square, and getting there is a real adventure. Skate up the sculpture and jump off on to the building ledge. You then offic on to the next building, and then follow its ledge helter-skelter-style to the roof. A leap of faith off the ramp sends you crashing through the pagoda for the tape

t's a case of doing tricks perfectly and maxing-out your combo tricks. GO BIG, GO GOLD



The name of the name here is transfers and grinds, and you'll need to score big on these to get the gold. The rafter above the park is also grindable if you catch some big enough air, and it bags you a ton of points into the bargain. There's a pipe section too, if you get short on inspiration for the grinds



Well, that hidden level finally reveals itself. Area 51 at Roswell, It's an awesome spectacle, and a tour of the site will take you through some sliding doors where you can see aliens laid out on operating tables. It's possibly the coolest location in the game, and certainly



BE A SKATE GOD

If you've got this far you must be a pretty handy skater, and you'll need to be. Even your best tricks won't score as highly here, so you'll have to use all the skills at your disposal - special moves and all. Negotiating the course is tricky enough, but keep an eye out for the transfers and big grinds and you'll get there

YOUR TIPS

at could be better than playing a game you love for ages and tting paid for it? That's what this tips section is all about. Find out some tips, cheats, secrets, passwords... something that's hot and will help out other Computer and Video Games readers, then send them into us. We'll give the writer of each letter printed crisp tenner, no questions asked. Just make sure your tips are decent.





NINTENDO 64

David Draper, from Boston, has ent an impressive selection of andy hints and nifty cheats for Quake 64 that should help you breeze through the game..



right and run to the warp fast to reach the Ziggunat Vertigo level. Debug Mode Enter GGGG GGGG GGGG GGGG as a password and ignore the

character to the platforms. Go to the platform that contains missiles, face right, and shoot the wall. This

reveals a secret hallway with another warp, that's actually a trap. The floor will open up, revealing lava. Side-step to the

QUAKE 64 For Items, Warp and More

EASY 20BY OPEG P3BT VBKX 95RV TPEG QQRT JBJT 81BV 6PFG RG85 5BJH 79RV 2PFG R7BS SBJF

HARD

2DR? OPFG Y3BP VBCX SR7 TPFG 208P JBBT 01R7 6PFG OGBN 5BBH



'Incorrect Password' message, A 'Debug' selection will appear on the option menu. Level select, all weapons, invincibility, and monster targeting may now be

accessed.

Full Weapon Passwords

Enter one of these passwords to start at the corresponding level

NORMAL 6DRW OPFG T3BR VBJX 5589 TPEG VORR JECT 41R9 6PFG WGBQ 5BCH

39R9 2PFG W7BQ SBFC NIGHTMARE

YDR8 OPFG 23BM V3BX XSR TPFG 30BM JBFT W1R5 6PFG 4GBL 5BFH VR95 2PFG 47BL SBBI



James Beaman, from Studley, has a wide selection of PlayStation cheats for us and earns himself a tenner in the process - take it away James!

■ PREMIER MANAGER 99



■ CRASH BANDICOOT 3

For bonus levels: HOT AND COLD -On level 14, you will see an 'Alien Crossing' sign on the left-hand side of the road about half-way through.



EGGIPUS REX - On level 11 take the yellow gem route. After the first dinosaur chase, allow the second to capture Crash to get into this level.

TOCA 2

Similarly, use the name LONLONG to access 40 lap race, BCASTLE to bounce off all walls and barriers and EASTBOY for a super-fast motor

Ben Donnison, Wirral

SYPHON FILTER

For Level Select, pause the game and go to the options menu. Highlight 'Select Mission'. Then press and hold L1+R1+Select+Left+Square+X. For All Weapons and Ammo, pause the game and highlight the weapons menu. Then press and hold R2+L2+Left+X+Square+Circle. All the available weapons on the mission you're playing will be selectable.

Alan Dixon, Preston



LEVEL Realm of Black Magic

The ElderWorld The NetherWorld Shub-Niggurath's Pit

LEVEL

Realm of Black Magic The ElderWorld1 The NetherWorld Shub-Niggurath's Pit

Z9R7 2PFG 07BN SBBF

STAR WARS ROGUE SQUADRON At the passcode screen type:

IGIVEUP = Unlimited Lives ACE = Increased Difficulty FARMBOY = Allows access to the Millennium Falcon RADAR = Improved Radar TOUGHGUY = All Secret Weanns

CHICKEN = Opens a secret level where you can wreak havoc on an AT-ST Antonis Antzouli, London

■ WWF ATTITUDE

Some special wrestler moves, which can only be used when your rival's energy bar is red. THE ROCK = In a tie-up, Rock Bottom Finisher - left, left, up, punch

AL SNOW = in a tieup, Snowplow - left or right, down, punch UNDERTAKER = Opponent standing. Tombstone Piledriver - left, down, punch MANKIND = In a tieup, Mandible Claw-Left or right, down, punch Scott Simpson, Crewe

Use the force Luke. Or us ese cool cheat codes

Send in your best tips and get £10 in return

Chrono-chamber: Also, make sure

to return to areas of Nosgoth you have already visited prior to gaining that ability. You will

PC CD-ROM

LEGACY OF KAIN: SOUL REAVER **Constrict Ability**

irst, you must have a circular area iround the target. For example, let's issume that the target is a Dumahim vampire - which is the most common in Nosgoth. Now, without using autoface, run a complete circle around the vampire until Raziel is followed by a trace of blue energy. This energy, once fully invoked, will 'constrict' the vampire. stunned – and allowing ample time for you to finish it off. The Constrict ability has odd effects on humans.

Certain humans, once you begin the Constrict ability, will act as though they plummeted into water. If

you do not finish the ability, they will 'drown'.

The human will get stunned when Constrict is half finished, allowing you

III COMMAND AND CONQUER: **TIBERIAN SUN**

Mission 5 playing NOD is, in my opinion, the hardest mission to complete if you don't know what you're doing. Take your force and kill the guys in front of you. Follow the train tracks until you get to two bridges. Go on the bottom one. Try to avoid the patrol Follow the tracks past the GDI base, and kill the two wolverines they send at you. Then, go to the north-east corner of the map as fast as possible. If you aren't detected, then that's good. Send your engineer and an escort around the left side of the cliff. until you see the wrecked spaceship. Send your engineer inside the ship, then move the escorts back to the other location. Now, you can sacrifice one unit you have left, and try to lune the GDI into fighting the rival

range of the base. When they come for you, run south and up the ramp to the other NOD outpost. The GDI will fight the NOD forces, and both of them will have fewer units to send at you. If the GDI destroy the laser, then you'll have an easier time. If there's another NOD attack buggy and guys on the cliff, take yours over there and lure them down, you'll probably attract the attention of the GDI too. Then, race it back to the others and follow the tracks, all the while going very fast, into the NOD base. Kill the train quickly, or as is suggested, kill the

engineer trying to fix

Kain and will not work

NOD forces. Take an infantry man the bridge, then kill the train. Cool, preferably, and send it to sightyou've done it! Or, another way to beat this mission is to follow the train with the Attack cycle, and when it stops at stations, shoot it. At the second station you'll destroy the

engine, then the caboose. This takes about three minutes. Zaz Murphy, Southport



GAME BOY COLOR

es a good eats for this w Game Boy ing its wa



Level skip: Press Start to pause gameplay, then

previously played. Invincibility: Successfully complete R-Type DX using 10 or less credits. Then, press Select + A during a

10 or less credits. Then, press Select + A during e R-Type Standard-type game. Quick reset: Hold B during gameplay and power the Game Boy off and on while continuing to hold the button. The game will resume at the start of the last level played with five lives, but no points on

Drawing mode: Successfully complete the game in R-Type I Enhanced, R-Type II Enhanced and R-Type DX. Press Right at the game type selection screen

until the De Souza drawing editor option appears. Then, press Start to begin. Here are a few handy hints and tips for one of the

Power-Ups: #1 - Super Laser (x2); S - Speed This stage is the hardest one in R-Type. Baldos will appear out of nowhere, but they will always follow a Fight, and Down. Posicion die Priyye under whe beem hanging from the ceiling, and you should be able to dodge the enemies. After that, put your ship over the first pole. Now you'll reach the mid-point of the stage. Go up and stay in the hole in the ceiling, and the enemies will pass under you. Now go Right, Down a bit, and Left in the place with the POW Shuttle. After the Baldos from the top passes by you, move between the two poles. Another Baldos will pass over you. Now you should be fine for the rest of the lead of your possess.

SPY VS SPY To select a level in this incredibly amusing game, all you have to do is enter 15Y24 as a password. It's a cinch. Dan Sildy, London



DREAMCAST WINNER







MAD FOR IT

Free Dreamcast? You're all stark, raving...









"I'll do anything for that Dreamcast!"





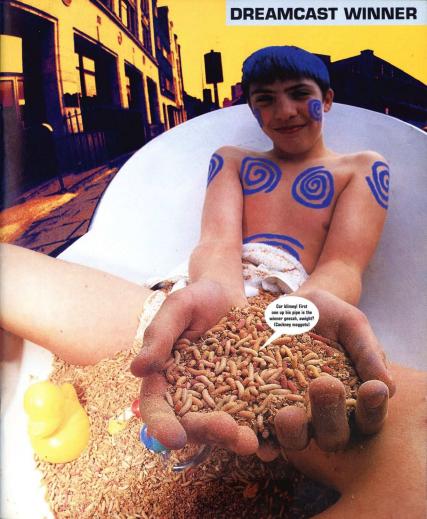
oony 14-year-old Leeds lad, Jamie Webster, was up for anything to win our What I Would Do For A Dreamcast competition. So we made him prove it. Think of some of the worst things and you'll realise what he was up against.

MAG-GOT TO BE CRAZY

Historican's Varies are supporting a neppy and a bady's dummy, he went out on a London street in broad diegight – to Morting with the supporting a neppy and a bady's dummy, bothing west too disputating for ulamies, who happily gargled a few of the creepy-crevides. We offered him a couple of chemics to back out — but not ulemake the couple of them to be to the couple of the property of the couple of the property of the couple of the

YOU HORRIBLE LOT

Total madness gripped the UK for months as readers dreamt up more and more insane ways to score that



DREAMCAST WINNER

Dreamcast. Some pledges were disgusting, some were impossible and others were just plain illegal

SATAN'S DARK DELIGHT

Over 70 readers' promises involved full or partial nudity - ranging from naked bungee jumps to shopping in the buff - or cross-dressing. And hundreds of others vowed to have Dreamcast tattoos, full body waxes, insert foreign objects in strange parts of their body, skydive, swim in shark-infested waters, walk on broken glass, sell their families and even their souls to Satan. Nearly a ton of readers pledged to smash-up all their current of nounds. Now that's desperation.













Dreamcast dementia even set in at the Computer and Video Games office. So we got Dreamcast Dan to perform some of the best entries we received. He did this lot without the incentive of a free Dreamcast - nutter!



wearing only a sandwich board suggested Calvin Galvich, from Brighton. Dan was delighted to oblige. he even bagged a granny in

Walk naked down a busy street

the process This had nothing to do with the competition This is Dan's own special hangove cure that aged to get photos of. Drinking toilet water, he explains, is good for the mind, the body

I would lick the feet of the CVG team, wrote Simon Bennet of Skegness; easy, Dan does that every day



head in a bucket of mushy peas - Dan beat him



Jasper Pve of Walthamstow wanted to wear clown make-up...



... and have shaving foam splatted in his face. Dan's your man

CAN YOU DO ANY BETTER?

We've had several hundred mad entries for this competition, so we're up for more and will be giving away more Dreamcasts. Just write in telling us what you'd be willing to do for one, then wait for our call. Send your entry to: I'M DESPERATE FOR A DC COMPUTER AND VIDEO GAMES ANGEL HOUSE 338-346 GOSWELL ROAD LONDON EC1V 7QP

and the

the way to a man's heart is through his ribcage.







WHAT YOU NEED TO KNOW

Is something about the world of video games confusing you? Don't worry, Computer and Video Games will be able to sort you out. Just send all your gaming queries to the address at the end. No sweat.



Midtown Madness: Fancy trying this in a delivery truck?

MIDTOWN MADNESS

Do you have any cheats for Midtown Madness on the PC?

C.Frecknall, Southampton.
That question was short and sweet. As I am sure you

are, too, 'C'. But let's move on to the cheats... Cheat mode (player name):

RESUL	
on the ma	
bus traffi	
t car traffi	
olane traffi	
Varp Eleve	
s in revers	

Enter one of the following names to activate the cheat function and then select the 'New' option on the player selection screen.

- VASEDANS: Select the Cadillac in Cruise mode to drive a generic car
- VASEDANL: Select the Bullet in Cruise mode to drive a generic light car
 VAWAN: Select the Ford F350 in Cruise mode to drive a ven
- VAVAN: Select the Ford F350 in Cruise mode to drive a ven
 VADIESELS: Select the City Bus in Cruise mode to drive
- VACOMPACT: Select the VW Bug in Cruise mode to drive a VW Babbit
- VAPICKUP: Select the Ford F350 in Cruise mode to drive a pick-up truck
- VABUS: Select the city bus in Cruise mode to drive the bus with a new colour



Shadow Man. You can cheat by changing PC files

- VADELIVERY: Select the Ford F350 in Cruise mode to
- drive a delivery truck

 VALIMO: Select the Mustang GT in Cruise mode to
- drive a random limo

 VALIMOBLACK: Select the Mustang GT in Cruise
- mode to drive a black limo

 VALIMOANGEL: Select the Mustang GT in Cruise mode to drive a white limo
- VATAXI: Select the Cadillac in Cruise mode to drive a vellow cab
- VATAXICHECK: Select the Cedillac in Cruise mode to drive a green chequered cab
- VABOEING_SMALL: Select the City Bus in Cruise mode to drive a mini-jet

SHADOW MAN

This cracking game – on the PC – has just taken over my life, but I have a good few problems getting to different bits of the game. Please make my life easier and give me a cheat mode! Paul Williams, Plymouth

Sure thing, one cheat mode on the way. Just be aware that this is a bit technical. So only attempt the following if you're comfortable with handling PC files. To create the Cheat mode: Create a backup copy of the **release.msc'** file in the 'data' scripts\menus \english' subdirectors in the disectory where the game was

'release.msc' file in the 'data\scripta\menus\english' subdirectory in the directory where the game was installed. Then copy the 'debug.msc' file in that same directory to 'release.msc'. Load the game to access a cheat menu with invulnerability, all weapons, all items, infinite ammo, level select and other options.

GaMCS GUARANTEED WINNERS

A selection of the cheeks we stambled across this month on our travels. Don't forget that if you want to send in tips, you should head for the Easy Money pages where you can earn yourself a tenner for your troubles.

NINTENDO 64

COMMAND AND CONQUER 64 ◆ ADJUST BATTLE SCREEN: Hold R press C-Up or C-Down to magnify

- and reduce the battle screen.

 EASIER BUILDING: Highlight a unit to be created from the trother than
- to be created from the toolbar, then press A. Hold Z and press A after



Destroy villages to get cash. War crime alert

receiving the "Unit Ready" or "Construction Complete" message to build the same unit again without

- returning to the toolbar.

 BUILD AWAY FROM BASE: To
- build eway from your base, create a chain of sandbags to the location.

 USE OPPONENTS STRUCTURES & MEN: Use an engineer to get into your opponents Mobile Construction Unit. This will allow use of your opponent's structures and men.
- opponent's structures and men.
 SELLING VEHICLES: Place a
 vehicle in the repair bay to sell it.
 KILLING MULTIPLE GRENADIERS
 AND FLAME THROWERS: When
 attacked by a group of flame
- throwers or grenadiers, kill a few of them to set off a chain reaction that will kill the rest.
- FINDING MONEY: Destroy the village churches to find \$1,000.
 BUILD NOO ATTACK CHOODS!

To build an attack chopper for the Brotherhood of NOD, take over their main base and an attack chopper will become available. ● FASTER ION CANNON AND NUCLEAR WEAPON CHARGE: Build more power plants to get a faster Ion Cannon and Nuclear charge. TAKING OUT LASERS: The fastest and easiest way to take out Lasers is to use three flame tanks. TAKING OUT GUARD TOWERS and Advanced Guard Towers: Build Artillery and send them to attack those structures. Their firing range is further than the Towers • TIBERIUM FACTORIES: When you destroy your opponent's Tiberium factories, you can shoot one of their structures a few times to make them sell it. Make sure you take out their main base first or they'll be able to rebuild them.



Skulltula skulduggery in Zelda: Ocarina Of Time

ZELDA: OCARINA OF TIME

My friend has just lent me Zelda: Ocarina Of Time for the N64, and I need to ask you some questions: 1. How on earth do you beat the invincible man in Geruda Valley?

2. Can you give me a list of locations where the gold skulltulas are?

3. And can you give me a list of locations where all the heart pieces are because I need seven more of them?

Jim Bowles, Truro

1. Hmmm. I'm not exactly sure where you are, but allow me to give you a few handy pointers... If you're on the way to getting Biggoron's Sword and

you've been to the Potion Shop in Kakanko Village, give the Mushroom to the lady at the shop, she will give Link an Odd Potion. Hurry back to the Lost Woods. The man will be gone, but a Kokiri will be here. Give the Potion to her to receive the Poacher's Saw. Ride the horse to Gerudo Valley. There is a broken bridge here, so whip Epona to jump it. Or...

In Gerudo Valley, while fighting the guard that patrols the Agua Cell, enter the prison next to the cell. Link can hit her, but cannot be hit back from this location. 2. Capture bugs in a bottle and drop them on some soft soil where Link would put some Magic Beans, and a Gold Skulltula will appear. Kill it and get your newfound token. This works on them all, except the soft soil sont right next to the man that sells the Magic Beans. 3. To list all the locations requires more space than we



Soul Reaver: Want to know how to kick Zephon's butt?

- Move a crate that is blocking a small hole to find a
- secret place with the piece of heart.
- During your youth, plant a Magic Bean at the mouth of Dodonon's Cavern. A beanstalk will be at this location when returning years later. Climb the stalk to find a piece of heart.
- On the edge of Hyrule Field, near the path that led to Lake Hylia, is a small patch of grass that is fenced in on all sides. Throw a bomb into the area to uncover a secret grotto that contains a piece of heart.
- There is an odd tree at Lon Lon Ranch. Drop a bomb at the base of the tree to uncover a secret grotto that has a piece of heart.

SOUL REAVER: LEGACY OF KAIN

I desperately need help! How on Earth do you defeat Zephon in Soul Reaver: Legacy Of Kain on the PC?

Tim Johns, London

Ah, now there's a question you wouldn't find on Who Wants To Be A Millionaire. Believe it or not, it's not as difficult as it seems. What you do is bring a torch with you to the fight with Zephon. Run up to his belly and swipe the torch at the hole for a bit of damage. He will attack with his leg, and get it stuck in his belly. Strike the leg. He will be heavily damaged, but strike the egg hole to cause more damage. Any time he gets a leg stuck in the ground, hit it with the torch, then hit his egg sack to quickly kill him. This is easier than the 'correct' method. After defeating him, you will gain the ability to scale walls.

EXPERT ADVICE



Wipeout 3: How to go multiplayer. Nice cat

WIPEOUT 3

I've just bought Wipeout 3 on the PlayStation - and what a game! But how do you link up four players? Also, any hints and cheats? Simon Crawley, Stoke

OK. Simon, let's look at the link-up mode for four players first. Load the game on two linked PlayStations, Select

'Options', then 'Game Setup', then 'Default Names' and 'Default Name Player One'. Change the default name on both PlayStations to LINK. The screen will flash to confirm correct code entry. Choose the new 'Establish Link' selection on the options screen on both PlayStations. Note: The first PlayStation to enable this option will be set as the master, and the other PlayStation will be designated the slave. Select the number of players (up to two per PlayStation), then choose a single race or eliminator mode (on the master PlayStation). If a single race was selected, choose a class and track. Select a vehicle to start the race. Now, you asked for a few cheats - your wish, etc... Extra vehicles: Enter JAZZNAZ as a default name.

Prototype track: Successfully complete all tracks with all teams in single-race mode. Then, select the new 'Prototypes' option on the main menu. All tracks: Enter WIZZPIG as a default name.

Phantom class: Enter AVINIT as a default name. As for hints? To override auto-pilot: press Left or Right at a junction to override the auto-pilot if it is active. To avoid wall damage: switch to the auto-pilot any time before hitting the wall. If done in time, there will be no effect from the collision.

PLAYSTATION

have here but here's a few examples:

INVINCIBILITY: Hold L1 + R2 + Square and press Left during the mission briefing. A sound will confirm correct code entry. Note: The game will not progress past the current mission when this code is enabled. However, it may be used to try various strategies and options prior to playing in normal mode. ALL WEAPONS, UNLIMITED AMMUNITION: Hold L2 + R1 + Circle and press Left at the weapons loadout screen after the mission briefing. A sound will

confirm correct code entry. Note: the game will not progress past the current mission when this SECRET MISSIONS: Enter

will appear in the lower right corner to confirm correct code entry. Enter the secret missions, car and controlling

- FAST CIVILIAN TRAFFIC: Enter BENIHILL as a password.
- ENABLE SIRENS: Enter

another camera view

WOOWOO as a password BONUS CAMERA ANGLE: Enter SUPACAM as a password. The camera angle will switch to a close-up of an enemy vehicle when it is destroyed. Press Select to use

PC CD-ROM

COMMAND AND CONQUER TIRERIAN SUN UNLIMITED FIRESTORM WALL

This trick allows a fully-charged Firestorm Wall to last indefinitely without having to turn it off to recharge. First, fully charge your Firestorm Wall and turn it on. Before it runs out of power, sell or turn off your power plants until the message 'On Hold' appears in the Firestorm Icon. Your Firestorm Wall will remain on indefinitely, unless you build or turn on your power plants HIJACKING VEHICLES: Take a Mutant Hijacker into a city, find a can truck or bus, and select it. You now have control over the vehicle

KILL A CYBORG COMMANDO IN

ability to build a GDI Firestorm Wal

ONE HIT: This trick requires the

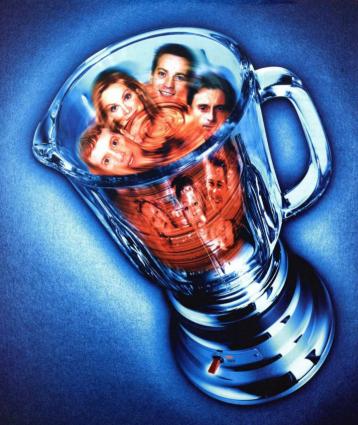
Generator and Firestorm Wall sections. Fortify your base and develop it until you have the option to build a Firestorm Wall and sections. Build Firestorm Walls across any sections where an enemy can get into your base

Commando is over one of those

Send all your questions to our new address below. We'll print as many answers as we can, but we can't give personal replies via post.

WHAT YOU NEED TO KNOW. COMPUTER AND VIDEO GAMES. ANGEL HOUSE. 338-346 GOSWELL ROAD. LONDON EC1V 7QP

EVERY WEEK HEAT GETS THE JUICE.



heat

The entertainment magazine

YOUR LETTERS

Send your letters to: Mailbag, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP, Or e-mail us at: mailbag.cvg@ecm.emap.com

STAR LETTER

In Issue 215, Gregory Cronin asked us to prove his teacher's claims that he'd appeared in the mag years ago for breaking the world record for the longest game on the original Star Wars arcade with a single credit. Due to incomplete archives, we couldn't help, but then we received an unexpected letter or two

I was amazed when my students showed me the 'Star Letter' in CVG written by one of my students. I was featured in your September 1985 issue. I still have a copy as a momento. Flavio Tozzi, London

Well, that definitely solves that mystery

Gregory Cronin's teacher did get his picture in CVG in September

1985. I have several back issues from that issue. I'd like to talk to anyone with CVG back issues that they want to sell. My e-mail address is ian@infoserv.demon.co.uk If Issue 1 is November 1981, then October 1982 must be Issue 12, which would make October 1999 Issue 216? lan Pare, Sutton-In-Ashfield.

Well, we may have solved one



to contemplate. Thanks to Aonghus de Barra, who also sent us prog

AN UGLY BEEF

Please tell me it's not true! Tell me the new flat PlayStation 2 looks nothing like the pictures I've seen of it! It's flipping ugly and it's worse than... than... well, there's nothing that even comes close to being as bloody ugly. What the hell are they thinking? I understand PS2 has to look like a video because it'll play DVDs, but that's no excuse for making it look like some cheesy 1980s console. I'm sure I'm not alone in thinking this. Sony should get their act together. Tom, London



Round one goes to Sega in the epic PlayStation 2 versus Dreamcast scrap that has filled our mailbag to bursting point this month.

AIRCON BUT STILL NOT COO

Dreamcast will win this console was because PlayStation 2 looks like an air conditioning unit. It'll have only two joypads and no built-in modem. Ricky Valentino, London

If Sony wants us to buy PlayStation 2, then try bringing it out sooner! If not, I predict thousands will be flocking to Dreamcast-selling shops. David Bann, no address supplied

Dreamcast will be a very successful machine. It boasts 128-bit graphics and a modem. Gaming will change forever. But if kids start going into porn sites using Dreamcast - and get caught - it could mean some bad publicity for Sega. Graham Wood, Huddersfield

N WITH MADCA

Want some really cool peripherals for free? Each month the writer of Mailbag's star letter will get a smart prize from Madcatz. They've got everything from steering wheels to memory cards, to controllers. With a different prize up for grabs each month it's time to get writing.

Write in, get it printed and you could win some Madcatz apodies

machine, with some top games to boot. Don't wait. Buy both if you can afford it.

I've sold my PlayStation to buy a Dreamcast, but I have one small problem - the PlayStation 2. Dreamcast looks amazing with great games like Sonic Adventure, but PS2 will be DVD-compatible and have the Final Fantasy series. I've also heard rumours that the new PlayStation will be under £200 on release, so I don't know what to do. Should I go out and buy a Dreamcast or wait a while and get PS2? Daniel Black, Kelso

A logical concern, but it's possible to

restrict access on any Net browser and

Sega's certain to do just that. Fret not.

Choices, choices, eh? Latest information from Sony suggests you'll be looking at a price tag of around £240 for PS2, but you'll probably have to wait a year to get your paws on a UK version. Dreamcast's already available and it's a damn fine

I'm seriously thinking about buying a Dreamcast when it comes out, but I'm worried about paying £200, which is probably going to drop to £50 at Christmas, just like N64. Do you think this is likely to happen? Dale Jordan, South Yorkshire While we pride ourselves on our inside information on the games industry, even we can't tell you about Sega's pricing strategies that may not be decided yet. That said, it's unlikely they'll cut prices so soon. Just shop around before buying.

Dreamcast will c**p on PlayStation, PlayStation 2 will c* *p on Dreamcast and Project Dolphin will scoff the lot. The fact is that if Dreamcast had

HAT'S GOT TO BE HIM

Who is Peter? I'm referring to Issue 215 and all your cool Dreamcast pictures. Jake Slocombe, Irchester Peter's recently joined the team as Deputy Editor. You might have also spotted him as the dodgy geezer wearing the hat and shades in



"If kids start going into porn sites using Dreamcast, it means bad publicity for Sega"

YOUR LETTERS

"I'd like to rip the heart out of whoever came up with the idea of cheats"

natchew Chewy Tinnion, Newcast

21ST CENTURY FUN

The millennium's likely to bring some social changes, but computer games will remain a source of fun.

Mark Cross, Wolverhampton



Sony's name on the front instead of Sega, everyone would rush out to buy one. It's pathetic but true. Paul Beckett, no address supplied And that's the final word on the PlayStation 2 versus Dreamcast rumble.

GET OUTTA HERE

Give Alex Huhtala a serious kick in the arse for giving the truly awful Sonic Adventure five stars. It's s**t. And that's the truth. Ray Sullivan, Dublin

I think a small confession is in order. It turns out the piece was actually written by Irena, but accidentally attributed to Alex. However, he totally agrees with the review, as do a lot of readers.

TOLD YOU SO

There's no way Paul Jackson from Golborne is a real Sega fan if he was disappointed with Sonie Adventure on the Dreamcast. If SA's graphics were any better it would lose its charm and fun. Realistic characters and shadows wouldn't be Sonic.

Even though I might be making a mistake in buying Sega again rather than waiting for PlayStation 2, I refuse to miss cool games like SA and Shadow Man.

Rhian Short, North Shields

OK, we get the idea. There's no way we'd not play Dreamcast - there are just too many great games coming out. And we can't wait for PlayStation 2, either.

2485 OWT TO THE

I'd just like to say that I totally agree with Simon Harding in Issue 214. FIRA 39 is a much better game than 185 '98. I've played both, and FIRA 39 is definitely the best football than 195 '98. I've played both, and FIRA 39 is definitely the best football than 195 is definitely the best football than 195 is a second to the same, fill it with monkey c**p, and stick it up their candy asses. Hitsch Mehte, Birminpham

IT GOES ON

ISS Pro '98 is the best soccer game on the PlayStation, but I'm sick of people saying they don't like it because they can't play it and are used to just pressing circle and scoring every time in FIFA.

Finally, do you think I should get ISS Evolution 'cos I have ISS Pro: '38 already? I don't have much money and I hear there isn't a huge difference between Evolution and ISS Pro '98. Conor Coughlan, Co. Waterford



Evolution when we previewed it in issue 214. But be sure to check out our FIFA 2000 review in this issue.

TOTALLY OFF ON ONE

I'm from the Stark Raving Mental

Ways Of Playing Games Society. I'm protesting against games companies which think we're all going to sit on our butts and twiddle our thumbs while we play.

We need wacky ways of making a game more fun. Like tying a player by his ankles and hanging him from the ceiling while playing Resident Evil 2. While playing upside down, tickle his feet with a feather. That's fun.

Richard Read, Cheshire Er, right. If the game's so bad

En right. If the game's so bad, and you need to do that to make it more fun, then the developers should be hung upside down, etc. But since Resident Evil 2's a class act, we would only recommend such articles for serious Leon Kennedys desperate to extend the game's replay value, Just don't come whining to us if you break your neck.

CHEATS ARE EVIL

Why don't you stop pin'ng cheats away in your magazine? I would personally like to rip the heart out of whoever came up with the idea of cheats. That's, of course, if theye got a heart. Cheats are evil. They take the feeling out of completing games. Anyway, only hopeless losers use cheats. Please help me in my campaign against cheats. It cheats to exampling naginate cheats. It cheats to we completely banned, we could live any of the cheat was a completely banned, we could not consider the could not consider the cheats.

Matthew 'Chewy' Tinnion, Newcastle Of course well help you tackle cheating, Chewy. Close your eyes whenever you turn the page to our evil Easy Money section. It means you'll never know who's getting all our lovely free lolly, but then you wouldn't be interested in the wages of sin would you?

AEN IN WHITE

Having owned an NS4 for two years, I have to comment on the price of games. I have to pay up to £50 for a top title while PlayStation owners get away with paying £19.99. Nintendo's answer to this problem is the Players answer to this problem is the Players are seven to the problem of the Players F7 World Grand Prob for a bargain £29.99! When I saw this, I sughed so much I thought the men in white coats would come and drag me away. £29.99 is still too pricey for a bundle of second-rate titles. Why no lower

the price to £19.99 so they would be in direct competition with the Platinum range? Then we could see which console offers more. Daniel Camel, Liverpool

The Players Choice range seems to essentially just feature Nintendo's own games. There are some decent titles included but watch out for more – and who knows, Zelda: Ocerina Of Time might be in there this Christmas.

ECHIDNA - BLESS YOU!

I was looking through Encarta '97 and I found out what an Echidna is (of Knuckles fame), Echidna is also called spiny anteater, common name for a type of egg-laying mammal. But how come it doesn't fly, punch enemies, climb walls or have red fur?

enemies, climb walls or have red fur Daniel Mc Farline, Omagh Yeah, but what about Earthworm Jim?

How come slippery little common garden earthworms don't have hands for carrying weapons, eh? I give up...

TO MAILBAG THIS MONTH

Mansfield; Harley Almond, Northampton; Shane Braisdell, Astley: Tom Tromans. Dudley: Peter Lowes, Doncaster: Simon Foster, Bishop Stortford; Brain Boy. London: Mat Palmer, Birmingham: James Borley, Bristol; Dan Murphy, Bromborough; Joseph Race. Duns: Richard Lewis; Craig Bird, Guildford; Ying-kit Ma 'Panhead', Manchester, Tim George, Chesham; William Beal, Norfolk: Alan North, Darlington; Daniel Simmonds, Northampton: Jason Sharples. Swinton: Christopher Nelson, York: Pierre Gaugain. Faversham; Sean O'Neill, Enniscorthy; Glenn Entwhistle, Blackburn: Abs. London: Alasdair Dawson, Sherborne: Ross Doherty, Lucan; Rohan Young London; Deen Lim, Epsom; Hayley Riding. Blackburn; John Beltran, Copenhagen, Denmark; Matthew Deane, Southampton; Jonathan Teoh, Willseden: Liam Butcher. Bordon; Adam May, York; Peter McCalla, London: Adam Williams, Surrey: Thomas Conlan, Tulla, Co Clare; Simon Hill; Martin Campbell, Glasgow; J Wardlow; Carl Wood, Barnsley: A Miller, Cumbria: Luke Howarth and Mark Hall, Rochdale: Kevin Olding, Dorset; Wayne O'Leary, Birmingham; Janet Shaw, Stoke-on-Trent: Nick Harkness, Southport; Daniel Span, Ryde; Jack F O'Neill, Farington; D Kilbourne, Lancs; James Walford. Beckenham; Dillon, London; Richard Stacey, London; Alan fielding; Richard Foames, Colwyn Bay; Ashley Henley-Smith, Mold; Simon On, Essex; Gareth Bromley, Stoke-on-Trent.

"FIFA '99 is definitely the best football game around"





nd set fire to it.

SPYRO'S BACK, AND THIS TIME HE'S READY TO SHOW US WHAT BEING A REAL HERO IS ALL ABOUT. HE'S BETTER EQUIPPED TO DO IT TOO, WITH NEW MOVES, NEW SKILLS, AND A PAIR OF BRAND SPANKING NEW WINGS. ALL THE BETTER TO GET HIM THROUGH HIS HUGE NEW GAME. SO WHAT ARE YOU WAITING FOR? LET'S GET BURNING.



AOXD

www.playstation.co.uk/spyro2

DO NOT UNDERESTIMATE
THE POWER OF PLAYSTATION







REVIEWS

WHAT'S IMPORTANT

is your guarantee of a great game. When you see the logo, it's like having an informed best mate recommend you a game personally. It's something you can always trust.

HONEST Regardless of hype, reputation or advertising surrounding a game, if it's great we'll say so and if it's poor, we'll tell you the truth. FAIR We're not biased. A good game is a good game regardless of format or who has made it. THOROUGH We play games longer and harder than anyone else. And we don't rate games on half-finished versions, either. We'd rather wait and give you the full, accurate story.

KNOWLEDGE Computer and Video Games is 17 years old. We were the world's first games mag - which means we've played more games than any other mag. Our writers are all experts, have years of experience and know what makes a cracking game.



Any game that earns the five-star award is truly exceptional. It'll do more than just look good and play well, it will rank with the most enjoyable and rewarding games in existence.

THIS MONTH'S BIG HITTERS...



JET FORCE tar Warsetvle mayhem



86 QUAKE 2



GRAND THEFT AUTO 2 Controversial cop-killing chaos



96 ROGUE SPEAR ne in the eve for the



DINO CRISIS

Jurassic Park meets Resident Evil – will your nerves be able to handle the suspense?

WORDS: ALEX HUHTALA SCREENSHOTS: VARIOUS

HE CREAKYPLOT



You thought the mutations in Resident Evil were tough to kill, wait until you go one-on-one with a giant T-Rex. Or you could just leg it!



You play Regina, the female me d, and doesn't scream in situations like this - but you will



GAME THAT TIME FORGOT

Dinosaurs are intelligent, zombies aren't. Dinosaurs can open doors, chase you through rooms and run faste than you. Velociraptors are about the same height as Regina, but a lot tougher. They take more shots to kill than a zombie. As for the big ones - forget it. The best youll manage is to run past them.



Compys aren't really a problem; they spend their time feasting on dead flesh. You can stand back and pick them off at a safe distance



Velociraptors are quick. They can also jump across rooms in the time it takes you to turn around, so be extremely careful



The T-Rex can kill you with a single bite, so it's best to cower in the corner until he has cooled off a bit and backs away



Equipment is in short supply, ammo is scarce and heavy-duty weapons scarcer. To survive, Regina will have to make best use of the items available to her and, in classic Blue Peter fashion, see what she can rustlebup with what's lying around. One way of doing this is by mixing objects which is good for increasing the power of tranqualisers and health packs. Just don't mix the two up.



Mixing medipacks increases the healing power. But they won't stop Regina bleeding; you'll need to use a Hemostat for that



of storage pods. She needs to find plugs to access them, though



If you see a map on your travels, make sure you have a look at it. This records the data, so if you don't do this you won't get the info

NSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER G

CLEVER GIRL!



PICK A POCKET OR TWO
They may look a mess but it's in your best interest to inspect any dead body you come across, however mutilated

We got into trouble with you lot when we gave eway the secrets of Resident Evil 2 too early, so we'll be careful with the information here. If you're still stuck, check back in a few issues time



HIDDEN LETTER
If you collect a BOK disc key and can't solve the word puzzle, the
first letter you're looking for is included in the name of the key



CHASE ME
A good way of saving needless bullets is to lure stray dinesaurs into
areas protected by laser fences, providing you don't need to return



GET THE DECORATORS IN

Unlike Resident Evil, Dino Chisis doesn't rely on pre-rendered backgrounds that take ages to load and restrict gameplay. Every object is now made of polygons, allowing Regina to interact with the background The camera isn't restricted to a fixed position, allowing for some dramatic moments.



The camera moves along to allow for a more dramatic view of the T-Rex, but don't stop to admire the view because he wants flesh



Not even a brick wall guarantees safety, as the T-Rex headbutts his way into trouble. Now would be a good time to check your pants



Resident Evil was restrictive when it came to moving objects, but in Dino Crisis a lot of the puzzles involve moving big items around

BUST-A-MOVE

In case you haven't seen Jurassic Park, the current Hollywood thinking is that, while zombies in movies are slow, Velocinaptors and most of their other dino churns are lightning fast. This makes Dino Drisis a tough game in which to dispatch enemies. Which is why Regina has some moves that Chris Redifield and his gang could only dream of.



Regina can run around while still holding her weapon, something that the Resident Evil gang weren't able to do



There's also a 180' turn – useful if you're trapped by a dino and want to leg it. Without it, you would waste valuable seconds



If you get caught in a dino's jaws, bash the buttons to wriggle free. If you get an Action message at the bottom of the screen, bash again

WHAT WE THOUGHT

IT'S QUIET

Rather than another retread down the zombie-litzered streets of Racoon County, Dino Crisis feels like a different game with femiliar elements. A mixture of puzzles and action with a tight story – all ingredients that made Resident Evil so great, but now with dinosaurs. It's not original, but it's not bad, either.

TOO QUIET

MAP

Just like the Resident Evil zombies were influenced by George Romero movies, Dino Chisis is heavily influenced by Jurassis Park. The Velociraptors are just as vicious here as they were in that film, and the supporting cast of various other creatures is just as impressive. Sound effects make the game more termfying but, while

there are a couple of jump-out-ofyour-seat moments, it's not as gruesome as Resident Evil. TOUGHER THAN DINO

LEATHER Thorn's planty

There's plenty to come back to, it's a challenging game where you'll need to stay on your toes to survive, but where demand outweighs the supply of armo and health packs. Add different endings and a couple of extra secrets, and you've got a game that will take a bit of effort

THE VERDICT

You've seen it all before, but when it's done this well few will complein. The dinoseurs are incredible and make the Jurassic Park games look pathetic in comparison. It looks like Capcom could have another survival hornor hitseries on their bloody hands.



Resident Evil 1, 2, Nemesis (PS) Resident Evil: Code Veronica (DC)

BACARDI BREEZER

When mixing tranquillisers, don't bother with just two doses; go for more, otherwise the dino will only be dazed for a few seconds

Daris for the Shotgun. This makes the enemy sleep





ST: £34.99 OUT: NOW

MULTIPLAYER: 2-4 COMPATIBLE: JOYPAD/ MEMORY CARD





It's a cat's life? Not in this original puzzler

WHAT YOU NEED TO KNOW

Rat Attack obeys every puzzle game convention. It's easy to pick up, the controls are simple, and the objective is always clear - kill all the rats on the level before they chew up all the furniture. To kill 'em, you form a magical laser circle on the ground to trap the creature, before leaping on to a handy switch launching them to their doom. If any rats get to you, you'll take a hit,

and those you've stunned with your loop will be released. The key then is balancing your capturing with your killing, taking regular pauses to jump on the rat death switch.

UNFUR ODDS

It's rarely as simple as cats versus rats, though. The neighbourhood dogs will try to munch on your feline bones, and there are a host of fire-spitting appliances and loose lawnmowers that will fry or chop you up if you're not on

WORDS & SCREENSHOTS: DEAN SCOTT







the ball. Mutant rats also appear, giving you a bit of a scare. Once you've killed your quota of rats, you can exit. Nasty bosses crop up from time to time, and a multiplayer mode rounds off the package.

WORTH PLAYING?

While the graphics of Rat Attack are pleasant enough, the chirpy soundtrack will grate on your nerves quite quickly. The one-player mode is enjoyable, and certainly original, but the multiplayer game lets the side down because it just doesn't have much competitive atmosphere. Do you really care if your mate has killed more rats than you have? Probably not. A lot of effort has gone into the character design, but the game never quite

grips you.





Devil Dice, Intelligence Cube, Bust A Move, Puchi Carat

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Go fast, get muddy. You know you want to

WORDS & SCREENSHOTS: DEAN SCOTT

WHAT YOU NEED TO KNOW It's a racing game which asks you

to climb on to a motorbike, leap into the sky, and get dirty - literally. We're talking totally caked in mud. These days, you take a championship mode and a twoplayer option for granted, so it's a good job the game plays superbly.

FEELS JUST RIGHT

The sensation of thrashing a motorbike over a bumpy track is recreated brilliantly, and you get a real feeling of control as the bikes slide into the corners. Each track features a series of ramps to send you soaring through the air, and the height and length of your jumps are recorded so you're always looking to go higher and farther.

MUDDY EXHIBITIONIST

The 125cc class is quite a tepid ride compared with the frantic 250cc bikes, and the 500cc machines are frighteningly quick. For those who love to show off, you can also pull off a series of wicked tricks when the bike is airborne or

hurtling along the track. Winning races against the computer riders will take time and practice, and you'll need to tweak your bike set-up





WORTH PLAYING?

of Gran Turismo or Ridge Racer Type 4, but motorcross hasn't been done on this format before. If you like the sport enough to know who Ricky Carmichael is, then it's a must. Otherwise, it's a fine game offering a different experience.

you to get ur stunts off those

As a racing game it lacks the depth

REVIEWS

FORMAT: PLAYSTATION COST £44.99 MULTIPLAYER: NO
COMPATIBLE MEMORY CARD. WITH: DUAL SHOCK PAD



A GAME ALL ABOUT CHAUFFEURS?

Don't be daft. Think 1970s. daddy-o. It's the driving game for anyone who has ever watched cop-car chases in Starsky and Hutch and decided I want some of that'. With over a million sales of Driver worldwide, we're talking a lot of car and trouser skids. The joy of thrashing a car around city streets before even playing the missions is enough to see you through the first couple of days. Driver is such a unique experience that it'll grab you by the gearstick and dominate your playing time for weeks

STILL BURNING RUBBER? A couple of months later and I'm still putting in the late nights.

crashing through the various stages, smashing up restaurants and chasing after that darn monorail. I can also show you some of the finest car-chase footage seen outside Hollywood. NO PEDESTRIAN ROADKILL

The only problem with the game is that sooner or later you've got to accept that, however many times you try, you are never going to mow down a pedestrian. Just like on telly, they always manage to dodge out the way. But, in spite of this, you'll never rearet getting hold of Driver. To me, it's one of the best games

CRAIG DUNCAN, CORBY

PlayStation has to offer.







IF YOU LIKE THIS TRY THESE Wave Race (N64), Motocross Madness (PC), Motor Racer 2 (PS)



COST: £39.99 OUT: NOW

MULTIPLAYER: 1-2 COMPATIBLE: JOYPAD/ MEMORY CARD

WHAT YOU NEED TO KNOW

If you don't own a country mansion or your own pub, then chances are you don't own a snooker or pool table. So what you need is a game like this.



JIMMY WHITE'S 2

All the fun of pool without the bar fight

where not only do you get the snooker and pool table, but a dart board, jukebox and lots more too. Cueball is an accurate simulation of both sports, with an assortment of different rules and even trick shots.

CORNER POCKET

The game is quite technical. You have to understand your angles, trajectory and lots of other mathematical things before you start getting the balls anywhere near the

pockets. Beginners can ask the computer for help, allowing you to line up the balls perfectly. Once you become proficient, you'll want to add spin, nominating balls and pockets and playing like Jimmy White himself.

WORTH PLAYING?

As snooker games go, this is the best you'll find. Like a golf game, but slower and with more options. Quehalf will have you tearing out your hair as you miss endless shots while weaker computer players clean up, but stick with it and you'll learn the skills and tricks needed to stay ahead.



Make sure you don't rub up against the cactus when you take your sho

What a sport! The more you drink, the better you



IF YOU LIKE THIS TRY THIS. Going down the pub

SINISTAR UNLFA Face off against the Sinistar for some serious action words & screenshors: DEAN SCOTT

COST: £24.99

OUT: NOW

MULTIPLAYER: NO COMPATIBLE: JOYPAD/KEYS/ JOYSTICK/ MOUSE

WHAT YOU NEED TO KNOW Videogames tend to age better than

people. Old people shrivel up and fall apart, but old games can be brought bang up to date with some shiny 3D graphics. The original Sinistar was released in 1982, and the new version shares its gamenlay: mine loads of asteroids floating about in

space to give you the firepower needed to defeat the end of level boss

SINISTAR INTENTIONS?

The awesome graphics give a good feeling of flying, and the end of level sinistans are frightening. We're in arcade territory, which means you can start blasting away without needing a degree in Astro Physics.

WORTH PLAYING?

The gameplay has changed little from the original. As a pure arcade game, Sinistar is a blast, but if you're looking for lasting appeal, don't bother. Aside from the prospect of a bigger, scarier bosses, there isn't much to keep you playing.





IF YOU LIKE THIS TRY THESE .. Starfox 64 [N64], Colony Wars 2 (PS), X-Wing Alliance (PC)





The businessmen are winning. You need to bring on a substitute.

Whatever football game you've got, replace it with
THIS IS FOOTBALL and make the beautiful game beautiful again,













COST: £39.99 OUT: NOW

MULTIPLAYER: 1-4 COMPATIBLE: STEERING WHEEL/DUAL

SHOCK PAD/ JOYPAD/

MEMORY CARD







With the F1 season over, this is the fans' chance to rewrite history

WORDS & SCREENSHOTS: DEAN SCOTT

WHAT YOU NEED TO KNOW The latest in a long line of annual F1 games hopes to regain note position in a crowded market. The previous games in the series had dropped off the pace slightly, and this one features the statistical detail you've come to expect. Murray Walker and Martin Brundle lend their vocal talents, too.

LOOKS THE PART

The graphics in the new game are very tidy indeed. The cars are superbly modelled and come decked out in their 1999 liveries, without all the naff cigarette advertising. The tracks too are superbly rendered, with Monaco looking particularly sexy. Realistic weather effects round off a visual treat

FORMULA FLAW

The great graphics can lack definition, so a corner sometimes catches you unawares. Gamers often wish they could drive off down side streets in racing games instead of sticking to the designated circuit. One game where you don't want this is in an F1 game, but you are given the opportunity to make wrong turns down a dead end.

IT'S THE REAL THING Gameplay-wise, you can choose between an arcade-type game or more of a simulation. In Quick Race you can get straight out there, but the cars

refuse to brake and turn at the same time. Simulation mode is

trickier, and beginners can specify brake and steering assistance to get them through the twisty bits unscathed. True F1 fans can spend a day practising, qualifying and racing a full Grand Prix.

WHAT WE THOUGHT Though technically impressive, F1

'99 falls flat on that crucial fun factor: Hardcore F1 fans will be in heaven with the sheer realism of it all, but F1 cars don't handle with the same gusto as those in Rage Racer and Gran Turismo. The multiplayer mode doesn't have any computer-

controlled cars on the track, which is a major disappointment.



This is grass — you'l be seeing a lot mo of it if you drive

IF YOU LIKE THIS TRY THESE. F1 Grand Prix 2. F1 World Grand Prix 2, Official F1 Racing

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88

COST: £29.99 OUT: NOW

MULTIPLAYER: 1-8

COMPATIBLE: KEYBOARD/
MOUSE/
JOYSTICK

DEROFTHE FLATHE

Soar the skies on the back of a fiery dragon and rid the world of evil

of Droken. Where once dragons and humans of model together for life and lived in harmony under the care of the Order of the Flame, the tranquillity has been shattered by the rising of the Dark Union. You don't need to be a genius to work out this is a roleplaying game, but a quick look at the photos tells you this is different from the standard 2D sword-alsahing fare. The third-person perspective, the shapely pomytailed young heroins adventuring against the odds, its ounds like someone we know so well...

RYNN'S QUEST

Orakan revolves around the adventures of Rynn, a young warrior girl who returns home to her village one day to find it burnt to the ground by Orcs. She fears that her beloved brother Delon has been slaughtered along with the other villagers.



Delon has been seized by a monster army. The dying priest sends her on a quest to find the dragon Arokh who will help her fight them



After finding Arokh's Soul Crystal, Rynn goes into Arokh's lair to beg for help. Arokh agrees and they're bonded for eternity



Rynn and Arokh are now inseparable. The intense bonding ritual means that if Rynn is killed, Arokh, the ancient dragon, also dies

LARAWHO?

Rynn is a cool wise-cracking heroine who doesn't mind getting her hands bloody or lopping off a few Wartok limbs. She's a figure warrior with a brave heart, but she also knows the value of stealth.



Hmm, a beautiful young girl solving a puzzle in a tomb. Does this remind you of somebody?



Rynn has total freedom of movement. She runs, rolls and climbs ladders, which is handy in the mines



Lighting effects produce ripples when Rynn swims. She swims past a dead Crow Bragon in Wartok Canyon



When fighting, you can either look at the ener and live, or stare at Rynn's bottom and die

DRAGONATTACK

Arokh may be a lovely cuddly dragon, but if Rynn is in danger, he can get quite nasty. This makes for some truly spectacular gameplay, whether it's mid-air dragon battles or a little bit of scorch action on the ground.



If Rynn is being chased by an enemy, she can lure the poor beast towards Arokh, who will fry him after warning Rynn to step aside



Vital areas in the game are guarded by hard-to-kill enemy dragons. So Arokh has to swoop out of their way while firing off his own fireballs



Defeated enemy dragons leave behind an essence crystal. And by 'bonding' with this crystal, Arokh gains new breath attacks

YOURWEAPONS

As with any decent adventure game, Rynn has a big selection of weapons to find on her travels. Each weapon depletes with use and is thrown away when empty. But certain weapons carry more hit points than others and some are slower to wield.



The sword is Rynn's weapon of choice. She wields a huge array of steel, including the lethal two-handed sword, which lops off Wartoks' heads



Rynn also uses magic crystals to damage enemies. Here, she creates a wall of fire with the Flame Crystal to deal with multiple enemies



There are hidden coloured potions: red and blue restore Rynn's health; yellow make her invisible. This Wartok's about to feel her invisible sword

WHAT WE THOUGHT

RYNN OR LARA?

It would be too easy to dismiss Drakan as Tornb Raider with wings. There are similarities but, overall, Drakan is a more satisfying experience. The control method is a much easier and Drakan is also more gory. In a head-to-head fight, Rynn would shred Lara.

ME AND MY DRAGON

One of the best things about *Drakan* is flying across lush landscapes on the back of your own dragon. Arokh's freedom of movement and ease of control are simply amazing. Swoop, spin and hover with a click of a mouse and prod of a key.

IF ANYTHING CAN, DRAKAN CAN Drakan should appeal to almost everyone. It may revolve around magic and demons

and dragons, but the slash 'am-up widence is every bit as in your face as Cluske. The potential for multiplay appeal is vast. While in sighle-player mode it's an incredibly challenging and demanding game within Will provide months of jay. This is definitely an essential purchase. Now if only Lans Cort would jump on a dragon in her next game, we could have a real fight on one harder.



IF YOU LIKE THIS TRY THESE... Tomb Raider 1-3, Zelda 64





TURNINGPOINT

The action doesn't really get going until the young Prince is armed with a sharp, steely sword. Then you can start carving up fat guards, instead of running away from them shrisking like a big girl's blouse. Getting the sword is super trick, but you're rewarded with some fine sleapstick comedy when you do.



Strange camera angle, but it tells you where the guard is standing.

Pretty soon you'll be wielding his sword and slicing faces



Wonder what would happen if you were to push this convenientlylocated block over the edge? There's only one way to find out...



SPLAT! Now you can scale down, pick up his sword and start picking on otherwise peaceful guards for a duel of a lifetime

TURKISHDELIGHT

The first thing that'll hit you about Prince Of Persia 3D is the awesome graphics, which are heavy on the atmosphere. The dungeons are rendered superbly, with torches flickering and casting light on the crumbling walls. You'll need a pretty hefty PC to get it running at speed, but it's a fairly compelling arounders for a good prachics card.



If you look carefully you'll see a head behind the stooping Prince. It's the Prince's head in fact, slashed off by those sharp blades



What would a dungeon be without a healthy selection of traps? Well, a lot safer for a start. Tip toe through these...



Look at that snappily-dressed guard. Why not stab his guts out with your trusty blade? Go on, thrash him where it hurts

"Tomb Raider borrowed heavily from POP 3D"



WHAT WE THOUGHT

MISSED OPPORTUNITY FINAL R

The biggest problem suffered by POP 3D is a lack of originally, but does a good job at emulating the gameplay of Tomb Raider; so if you're a Lara Croft fanatic you'll find a lot of fun here. But it doesn't innovate, which is a surprise since the original game

broke the mould. SAME OLD STORY

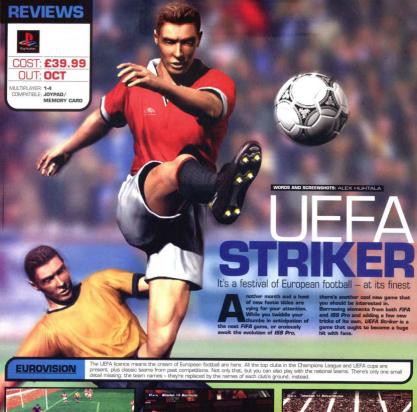
The control system suffers the same problems as *Tomb Raider*; being clurky and a nightmare where precision is required in a hurry. Simply grazing your Prince against a wall stops him, which isn't good when outless-wielding guards are chasing you. This is where it could have surpassed other games in the genre.

FINAL RECKONING

PDP 3D is a fine game with stunning graphics, but the visuals aren't done any favours by a jerky viewpoint carnera – which also makes the fights unnecessarily difficult. The grisly traps will absorb you, but otherwise you've seen this somewhere before.



IF YOU LIKE THIS TRY THESE... Tornb Raider 1, 2 and 3 (PC, PS), Soul Reaver (PC, PS), Legend of Zelda (N64)





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IT'S UP FOR GRABSNOW

Unlike other football games, the action in UEFA Striker happens in real-time. This doesn't mean you have to play 90-minute matches every time you want a kick about, but when a situation like a corner occurs, if you take it quickly then only your strikers will be in the box. Wait long enough and the defenders will arrive to give extra options. It's a small detail, but it adds a greater sense of realism.



Spot the Ball

urs can be delivered with should you wait for your de

CAN YOUKICK IT

The Training Mode gives you time to learn the basics, such as passing, shooting and defending. More elaborate techniques like set pieces can be practiced, too. Each technique has 10 parts and you need to pass at least eight to get to the next part of the training - scoring a set amount of goals in limited time





The first part of shooting is easy; aim between the orange markers in an empty net

Heading takes a bit more skill, especially as you must hit the goal without leaving the white zone





WHAT WE THOUGHT

BARRY VENISON

A lot of LIEFA Striker's best moments are off the field, with features like custom teams, a player and kit editor. These elements wouldn't be much use. though, if the main game wasn't any good, but the gaming action is great. BIG MATCH

The game uses a similar control system to ISS. One-touch passing. volleys and overhead kicks are all here. The most rewarding aspect is spotting players make intelligent runs, then picking them out with an accurate

50-yard pass. But the tackling is faulty - a sliding tackle often results in a booking, while the step-in tackle isn't accurate. If this was sorted out, UEFA could be one of the best footie games.



IF YOU LIKE THIS TRY THESE.. ISS Pro '98, Champions League, ISS Pro: Evolution (available: Jan 2000)

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MEET THETEAM

These are the three warniors who will liberate the Tribais from the tyranny of Mizar. Juno has to rescue Vesa from a cell in the enemy base before you can play as her (sound like a sci-fi movie you know yet?), and rounding up the dog Lupus completes the Jest Frorce Germin lineup.



This is Juno. He's a nimble chap and can walk across fire without taking hits. He boasts a tasty line in firepower too, so look out



Vela can swim better than the other characters, though her petiteness makes her more vulnerable in battle



Lupus is one cool dog. As well as having a gun on his back, he can also hover – thanks to jet boosters in his paws

MULTIPLAYERMADNESS

Another reason to stick JFG right at the top of your wanted list is a series of multiplayer options, so you can get some maties involved. You can get the characters against each other in a deathmatch, or have a Virtua Copestyle shooting match. Amazingh, there's also a reading agme option.



In two-player battle mode, a friend can play the bug while you blast his insect ass all over the place



Blast away in Target mode, but take care not to kill any of the Tribals that pop up. Trickier than it sounds in the heat of battle



Four humans can compete in a battle royale. Ganging up on the insect is not in the rulebook, but essential nonetheless

FEATURES CREATURES

You'll come across a range of creatures on your quest; some need your help, some want to help you, and lots of them want to zap you into tiny bits. They're all quite cute, but don't be deceived by those cool-looking arts. You'll be happiest when sking their heads off with a shunken and picking it up as trophy.



so no accidentally blasting his furry face off



Your character goes see-through in a battle. Now you can see more of the action and kill more bugs



Magnus, your guide, doesn't live on the swamp level, so any similarities to Yoda are coincidental...



A menacing baddy. Laser fire only tickles him, but a super-rocket should take that smile off his face

WHAT WE THOUGHT

HIGH EXPECTATIONS Jet Force Gemini combines the feel of a

Star Wars movie with some classic gameplay references – the gunplay formula is pure Goldeneye, and adventurous meanderings are copyright of Legend Of Zelda. With such an immaculate set of reference points you've got every right to

expect big things from this game. DELIVERED WITH STYLE The exciting adventuring is spiced up with

The exaculty deventuming is spice up with frequent gun battles, facilitated by increasingly destructive weapon types. The levels are huge and look fantastic, with who-knows-what lurking around the next corner. The soundtrack is among the finest of any videogame, with atmospheric effects underscored by some fabulously

rousing in-game music. LIKE BEING IN A MOVIE

Everything about this game feels so right. Even the cut scenes are compelling, well presented and drive the plot forward. To gripe about this game would mean spitting hairs, and with so many baddies to kill just haven't got the time. It really is just like Star Wars, and that's about the highest compliment possible.



IF YOU LIKE THIS TRY THESE.. Half-Life (PC), Legend Of Zelda (N64) The Star Wars movies





COST: £34.99 OUT: NOW

MULTIPLAYER: 1-4 COMPATIBLE: DUAL SHOCK/ MEMORY CARD/ MOUSE

QUAKE

You used to ask if Quake 2 was possible on PlayStation - we said no. We were totally wrong...

s that a gun in your pocket or are you just pleased to see a game you never thought was coming? Friends, we give you the only game to make N64 Goldeneye a has-been. You will never think of your PlayStation in the same way again. From the moment you start playing, your PlayStation becomes your QuakeStation. Remember PC guys spending a thousand guid or more just for the privilege of playing Quake 2? You only need £100 all in. Ha! What you're getting for your comparatively small investment is a near-as-damn-it spot-on conversion. There are minor differences - in the control and level design - but everything that makes Quake 2 great is here. Let's get it on.

Control is everything in a first-person shooter. Players get fussy over the tiniest change in their mouse speed settings.

UNDER CONTROL

Quake 2 on PlayStation allows you to choose between standard controller, Dual Shock, or mouse.



If you've never played the PC version, you won't find it a problem to use the shoulder buttons. Use the D-pad, though, if it feels better



Dual Shock is best. Using one analogue stick to look around and moving with either the D-pad or the symbols



Mouse control ought to have been the best, but it's a hit clumsy since you have to use another pad at the same time

QUAKING WITH FEAR

If you're using Dual Shock to play G2 you're in for a bumpy ride. Some of the monsters are so large and heavy you can feel it through the controller. Explosions nearly rock the controller out of your hands, too.



Guards patrolling the detention centre step so heavily you can hear them before you see them



When the walls crash down there's such a big tremor that you almost run from your room, Well, almost



You can use Dual Shock if you're looking for health power-ups, Just don't head for places that rumble!



A big part of the Guake gag is the gratuitous gore. When you've downed an enemy, they don't always give up straight away. The only way to be sure they don't shoot back is to explode them into bloodied chunks.



These zombie soldiers fight till the last. You shot him down, but he'll take you out with his dying breath



You can run around the other side of these guys. But sometimes you just have to disintegrate them



High calibre weapons used at close range explode enemies in an instant. Just make sure you stand back



It wouldn't be G2 without awasome multipleyer. This is pint-sized awasome, since the levels are kind of dinky, but the design is still highly respectable. You can choose Deathmatch, Team Deathmatch, or straightforward Versus games.



where you can watch your three pals scurry in terror



see if you can drop someone in the molten lava while avoiding being dumped in the stuff yourself



makes you a sitting duck each time you go for one

WHAT WE THOUGHT

BLOWN AWAY

Quake 2 on PlayStation should not have been possible, which is why it's so amazing. It only takes half-an-hour to forget what machine you're playing on. The detail is way beyond what we expected, especially after the N64 version. And it runs so smoothly, too. Nothina will disappoint you.

ONE THING

Well, maybe just the one thing. Because PlayStation doesn't have a massive hard drive to store the levels, you have to put up with Now Loading messages every so often. The only time this becomes annoying is if you back away from a door and trigger the loading sequence again.

BYE BYE GOLDENEYE

For a long time the N64 has kept its head above water with *Goldeneye*—it's worth owning an N64 just to play its deathmatch games. Now PlayStation owners don't need to give that option a second thought. You're going to be playing *Guake 2* so much you won't have time to consider

anything else. Now PlayStation has everything.



IF YOU LIKE THIS TRY THESE... Metal Gear Solid, Syphon Filter, Forsaken

COMMAND & CONGUER: TIBERIAN SUN

FORMAT: PC
COST £34.99
MULTIPLAYER: 1-8
COMPATIBLE MOUSE, JOYSTICK,
WITH: KEYBOARD



Give the good guys a stiff Kaning

COMMAND AND CONQUER? SOUNDS FAMILIAR

The most recent of the famous Westwood series which goes back several years. Players build up armies and go into battle either as the good guys, GDI, or the forces

who says he's Evil.?

Well, he wears a beret and he has a goatee, which, in a video

gene either means you're evil, or French. Or both. His favourite slogan is "Kane Lives". Understandable, really. SO I GUESS IT'S SO MUCH

SO I GUESS IT'S SO MUCH BETTER THAN THE ORIGINAL?

Of course. Westwood has spent several years adding essential extras like waypoints, production lines, weather and environmental effects, and a great Net option. LOADS OF NEW STUFF LIKE

3D THEN? Erm, not really. They didn't get

round to doing that. Some people think that a lot of the new futuristic units are a bit pants and the same old tactics can be used this time round. In multipleyer, the computer's emies never even bother to put walls around their bases. Demned inhating bases.

ARE YOU TRYING TO PUT ME OFF? Not at all. The online option is

great, as the single-player missions get a bip predictable and long-winded (not a winning combination). You can create an infinite number of battle maps, and with the game topping the charts for weeks, there's no shortage of little Hilders who need threshing. Week kept the tank engine running, Commander:

SIMON FININ, LONDON



EB

COST: £34.99

MULTIPLAYER: INTERNET COMPATIBLE: KEYS/JOYPAD/ JOYSTICK Cause moral outrage and have lots of fun in...

GRAND

EYECANDY

Fairs of the first game will gaze upon the shots on this screen with their mouth hanging open. The graphical overhaul makes for a fantastic-looking game, with fleating police sirens casting red and blue light on the walls. The explosions are so fantastic you can almost feel the heat through your months reserved.



The cars in $\it GTA~2$ take damage if you abuse them. The wings dent, the headlights smash and the car can eventually catch fire



New weapons include an amazing flame-thrower that sets objects and people alight with sick, but hilarious, effect



up big points with your spectacular kills

THEFT AUTO2

repare yourself for a tabloid uproar. The most socially irresponsible game in history is returning for a second crime spree, breaking all the taboos that the controversial first game

failed to. *Grand Theft Auto 2* is a drug-dealing, cop-killing delight. There'll be speeches in Parliament about this one...

You get paid by the crime lords for doing their

dirty deeds, and this time round there are seven rival gangs vying for your expertise. You'll have to earn their respect before they'll hire you, but blowing up their enemies should put you in their good books.

NEWIMPROVED

A lot of thought has gone into bringing new aspects into the GTA formula, with good results. The city in which you operate is alive and fully functional, with people going about their business. Fellow criminals also stalk the streets nicking cars and shooting people. That's just the tip of the iceberg, though...



FINOL LOPA



The top new feature is Kill Frenzy, where collecting a token sends you on a gratuitous crime spree killing people for fun

Several bonus stages spice up the action. This one is a race, with bonus points awarded for mowing down pedestrians

erennial victims in the first game, the Krishnas return with an ttitude. This time they fight back, so be careful

"Between you and a life of crime is the Old Bill"

BEAT THEHEAT

The big barrier between you and a nice life of crime is the Old Bill, and they'll be right on your tail if you start murdering civilians or driving like a nutter. The Fith come in different flavours as you cause more mayhem, including the FBI and even the army. GTA 2 gives you a few options on how to deal with them.



Five grand will get your car a quick re-spray and throw the law right off your scent. Until you start being naughty again



If all else fails, kill the scumbags. Still, with this many witnesses you'd better steal that con car and be off



If that fails too, turn to God. You can save the game in churches and take a break from the hectic action

WHAT WE THOUGHT

OLD BEFORE ITS TIME?

GTA 2 isn't the quantum leap from the first game you might have hoped. The graphics are stunning, but Driver proved that the logical next step for this type of game was full 3D. Given that GTA 2 stocks to a formula that's starting to look dated, there's still a fine game in there.

NEVER A DULL MOMENT

The trademark humour of the original has been retained, and you'll love driving around causing trouble. The variety of missions will make you smirk continuously, be it delivering drugs to dealers on street corners to blowing up shops.

BE A MANIAC

It's a tough game, but it's superb fun you don't even need to stick to the mission structure. The freedom is amazing – if you want to make a Bing as a hotdog vendor or a taxi driver, then go ahead. Killing people in real life is rude and anti-social – not to mention illegal and bad for the soul. Killing them in GFA 2 is some of the finest entertainment to be had on a PC. You're a little psych and you love it. Go buy, Next morth we'll dish the dirt on the PlayStation version.



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MULTIPLAYER: NO

COMPATIBLE: MEMORY CARD, DUAL SHOCK



Pac Man is 20 years old. Join the celebration

LEX HUNTALA

Man is back to prove that he wasn't just a craze was preservery. but a bonafide gaming legend. He's a new game to prove it too, which sees him and rest of his extended Pac family back in their gost advanture wet - one where Pac must wieit biggest adventure yet - one where Pac must wist ifferent worlds in an effort to rescue his kidnapped friends, est of all, there's plenty of pills to chomp on.

BACK IN THE DAY

The original Pac Man is a simple game to understand, where you play the little yellow guy who must race around mazes, eating little pills as he goes. Trying to stop his progress are four ghosts who patrol the mazes searching for our yellow friend. If they catch him, Pac loses a life. However, if he reaches a flashing dot - a Power Pill - the ghosts are vulnerable to Pac's attack and he can eat them. The effects of the Power Pill only last a short time when the roles are then reversed again.





MODERNWORLD

The Pac Man update features all the elements that made the original great, but of course, now it's all in 3D with a few more wrists added. Pac must now make his way around different themed zones while searching for his friends who are missing on Ghost leland. All the typical platform game levels are here, with practes, ancient ruins and space all playing a part.





Once in a level the action hots up, with plenty for Pac to worry about. Not only must he find his friends but avoid pitfalls, too

new areas or collect more points are usually hidden behind the locked doors



There are plenty of nasties to watch out for, not just the tradtional Pac Man ghosts but some new enemies like these space aliens

FRUITY DOOR

Pac still needs to collect fruit; this gives him a bonus point once he's completed a level. The fruit also acts as a key; certain doors are locked and to gain access Pac needs the corresponding fruit to the one displayed on the door. Switches that allow Pac to reach



oor is locked. You can unlock it if you have an apple; then the will open and the secret behind is yours



Some secrets include trails of dots. If Pac eats them they'll let him reach new areas by allowing him to fly



Collect enough fruit in a level and you can play this fruit machine when you've reached the end. It's very difficult to win, though

PAC'S FILLEDOUT

Hidden in the levels are warp zones that take Pac to a place which seems more familiar – 3D mazes that bridge the gap between the original game and this update. Not only will Pac have to avoid the ghosts here, but also stay away from other pitfalis like falling rocks. Once you've found a secret maze you can regly it amytime from the main menu.



rocks and collapsing floors, so be careful



Those familiar yellow dots turn up in the main game too. Look out for ghosts as you eat



Pac takes a breather from the yellow dots; looks like he's found a nice strawberry instead



If there are ghosts around, make sure you make it to the Power Pill in time, then public them

WHAT WE THOUGHT

CELEBRATING A HERO

Pac Man World is a long-overdue update for one of the greatest game characters of all time. If you're a fan of his fantastic work, then you'll go all gooey-eyed when you play this game. It's essentially a celebration of a hero,

rather than a stand-alone game. Players too young to remember pre-Tekken days, however, will think the sight of a portly yellow dot running around rather dated.

PAC-A-HOLICS ONLY

Pac Man World is a dated game, both in terms of graphics and concept. It may appeal to younger players who are

used to cute characters and basic gameplay, but there are lots of games that are aimed at them already, so what chance does a 20-year-old dot have?

Pac Man World is like meeting an old friend and talking about cherished memories; we love him loads, but games have changed quite a bit in his long absence.



IF YOU LIKE THIS TRY THESE... Tomba, Klonoa – Door to Phantomile, Namco Museum (PS)



COST: £39.99 OUT: NOW

MULTIPLAYER: 1-4 COMPATIBLE: DUAL SHOCK/ MEMORY CARD





CHOCOBO RACING

The yellow bird from Final Fantasy gets a starring role in a racing game words & screenshots: IHENA POGARGIC

WHAT YOU NEED TO KNOW

Chocobo is the yellow bird you could capture and race in Final Fantasy VII, but now he's decided to take over and start racing on his own. Not much of a talker - his vocabulary consists of one word: "kwek" - but he still has a big and brave heart needed to race against black magicians and trolls alike.

STORY MODE

In the Story mode, Chocobo has to beat and then befriend a bunch of creatures around eight courses. Each creature has a special power - Chocobo can speed-dash, Thieving Troll can steal power-ups, and so on. Once Chocobo beats a creature, he can use their special power on the next course.

RELAY RACE/GRAND PRIX

Chocobo Racing has a couple of features that make it a unique racing game. Grand Prix mode lets you choose any four courses and any special power for your creature. The creature with most points scored wins. Relay mode lets you tailor your race even more. Choose any three creatures, give them each any special power, choose the course and the number of laps to be raced.

WORTH PLAYING?

There are some cool additions to normal racing games in Chocobo Racing. However, this game is two years old and it feels like it. Although some courses have tough corners and U-turns, which make them pretty tricky, Chacaba Racing is not a very fastpaced game and shouldn't prove too difficult to master



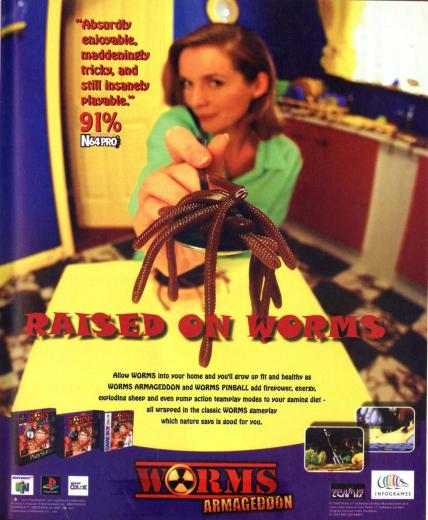
Each creature has its own special power, which you can win





IF YOU LIKE THIS TRY THESE ... Diddy Kong Racing (N64), Crash Team Racing (PS),

94 COMPUTER AND VIDEO GAMES ISSUE 217





COST: £34.99 OUT: OCT

MULTIPLAYER: 1-16 (INTERNET) COMPATIBLE: JOYPAD/KEYS JOYSTICK/ MOUSE

WORDS & SCREENSHOTS: DEAN SCOTT

Take on terrorists in the thinking person's shooter

GLOBE TROTTERS

Because your Rainbow team isn't tied to one location, you get to visit all sorts of different places in the name of battling terrorism. Some of the fantastically rendered settings include a hostage crisis on a Boeing 747 jet, a shoot-out on an oilrig and a disturbingly realistic trip to war-torn Kosovo.



The Kosovo level is chillingly realistic. Buildings stand devastated by bombs, and there are plenty of hiding places for enemy snipers



The 747 level is brilliantly done, and fantastically original. Rooting out the hijackers and saving the passengers is a real buzz



Few real-life buildings can match the splendour of an opera house, and now you get to have a shoot-out inside one

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LONE WOLF

Okay PC gamers, admit it. Whenever you see Goldeneve on the N64 you get a teensie bit jealous. Completing a level on Roque Spear gives you the option to go back through it, Goldeneve-style, with just one operative. One shot still kills you, so it's a pretty stern test of your gaming prowess.



Just you against 30 terrorists in an art museur The only objectives are to kill them and stay alive



rifle will leave him with one hell of a headache

ARTIFICIAL INTELLIGENCE

One of the major criticisms of the first Rainbow Six game was the level of intelligence both of your own team and the enemies'. The bad guys are now crack shots and the frequency with which your own men bite the dust suggests they might need to go back to stealth school



Tell your men where they should be going on the planning screen, and let them get on with it



so get into the action to rack up kills for yourself

WHAT WE THOUGHT

PLANNING IS EVERYTHING

If you like your blasters to be more cerebral, then Roque Spear could be right up your street. You command the Rainbow team of crack anti-terrorist operatives - drawing up a mission plan, selecting your operatives, and equipping them. But there is an option to let HQ do all the brainy stuff.

SILENCE IS GOLDEN Once in the action you've got to forget

your Quake skills. Hurtling into the action will get you picked off by a sniper, or killed outright from a hidden terrorist. You've got to be careful setting flash grenades before you go into a room and using silent weapons to kill without alerting other terrorists The interface looks daunting at first, but it plays like other first-person shooters. **TEST OF PATIENCE**

The atmosphere in the settings is immense, and the gameplay is very tense. But, it's so easy for your

meticulously-planned mission to go pear-shaped, which is very frustrating. One dead hostage and you start again, such is the level of precision required

ACQUIRED TASTE

Out and out blast fans will find Rogue Spear unforgiving, frustrating and probably not much fun. Those willing to put in the time will be rewarded with some fantastic settings, and an awesome sense of tension. It doesn't quite eclipse Hidden & Dangerous as the strategy shooter of choice, but it comes a close second



IF YOU LIKE THIS TRY THESE. Hidden & Dangerous (PC), Commandos (PC)

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ARE YOU GAME ENOUGH

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FLYINGHIGH

All the hest elements of the first game reappear in Spyro 2. The little dragon still collects gems to progress, accompanied by butterfly-munching Sparx. However, there are some cool new moves to go with Spyro's head-butting and flame attacks.



Sovro just loves flaming baddies to a crisp. Here he roasts a few of the occupants of Shady Dasis



Spyro's head-butting charge attack is great fun. Spyro barges them before they flatten him



The previously land-locked dragon can now swim He's also able to dive and explore the ocean floor



Climbing is the second move that Sovro learns. This gives him even more freedom of movement

HELLO CUTIE

If you thought the characters in the first Spyro were cute, be prepared to meet some of the most adorable little critters ever, as Spyro makes his way through the 3D worlds of Avalan



These singing monks of Colossus are divine. They onen doors for Spyro by chanting. Spyro helps by ridding them of a dangerous Yeti



These Ice Builders are trapped in blocks of ice. When Spyro thaws them out they stick themselves to walls so he can climb up. Awww.



The ever-helpful Sovro has rescued this snow leggard and returned him to his owner. He receives an orb as a reward

PLATFORMHEAVEN

The best thing about Spyro 2 is the huge variety in gameplay. Each world features a number of unusual quests, as well as some excellent sub-games. There are even racing levels where you forget the plot and try to score points.



The Colossus monks love a spot of ice hockey, so they challenge Spyro to a game. But Spyro just has a great time ice-skating



Zephyr is a crazy world inhabited by pink blobs in uniform. This blob, called Little Bo Peep, wants help rounding up her 'cowleks'. Very odd



Metro Speedway is one of several racetracks in the game. Earn points by flying through gates and shooting obstacles

WHAT WE THOUGHT

FUN, FUN, FUN

Spyro 2 is a fantastic platform game that tries to improve on the standard platform fare while never forgetting that gameplay is all-important. It looks amazing, yet the bizarre graphics and strange humour hark back to classic platform games. The huge amount of mini-quests and the freedom of

movement between the levels ensure that you never feel restricted.

MOVE IT, BABY

New moves such as climbing and swimming open out Spyro's world much further than previously. The underwater levels are a cue for more strange creatures (including hilarious underwater sheep), and Spyro even gets to ride in a submarine.

WE LOVE SPYRO

His sparky purpleness may not quite match up to legends like Mario or Sonic. but Spyro is one of the most loveable characters on the PlayStation. This might. look like a game for younger players and it will certainly make an ideal Christmas present for the novice gamer - don't let the cuteness factor fool you though. Spyro 2 is platform gaming of the highest order.



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CRASH

Crazy cartoon capers try to barge Mario Kart into history

hen it comes down to the best recipied marins Kart is one of the best reciping ames even Take a popular platform character, throw in a few of his mates, and see white happens when they hurde around a host of Wacky Races-style courses. Many have tried to imitate the formula most have failed.

Finally, in Crash Team Racing,

we have a genuine contender for Mario Kart's crown. CTR seeds unashamedly how Mario Kart – unashamedly how Mario Kart – provine year of the seed of the tracks. CTR is best experienced in a room full of mates all trying to blow each other to bits. A lot of effort has also been put into the single-player mode to enhance the long-term challenge of the gume.

TEAM RACING

WORDS & SCREENSHOTS: MAURA SUTTON

THETRACKS

CTR boasts a staggering 16 different tracks, not including secret ones you discover as you progress. All the 16 regular tracks can be accessed at the beginning of the game by choosing either the Arcade or Time Trial menu option. When you select a track you can decide if you want to race over three, five or seven laps.



MYSTERY CAVES: This is a red-hot track full of scary statues and white-hot molten lava pools. Watch out for huge boulders rolling across your path



POLAR PASS: A gorgeous ice world where big fat seals impede your progress as they amble across the track. Can be very slippery so try to avoid sliding off the edge



CORTEX CASTLE: One of the most fiendishly difficult tracks. Race your way around a castle, leaping over half-open draw-bridges and trying to avoid huge spiders. It's a real killer



TINY ARENA: This huge industrial enormo-dome track is loads of fun. It's a bumpy, muddy thrill ride more suitable to monster truck racing than tiny little carts driven by 'toons



HDT AIR SKYWAY: Another killer track. Horrible twists and turns that frequently send you hurtling into oblivion. The passing airships look nice, but don't take your eye off the track for too long



DRAGON MINES: This is a very cool track. You get to rattle across wooden ramps through glittering tunnels, trying to avoid the runaway mining carts that hurtle towards you



INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GU

TRICK SHOTS

Although the game looks simple enough, there are lots of tricks you can use to improve your performance on the track and gain the advantage over your rivals.



HANG TIME TURBO: If you want to hang in the air for an extra long time after jumping off a ramp, press R1 button when you jump. This will give you a huge turbo boost when you land



POWER SLIDE: Press and hold R1 when making a hard turn to give yourself that extra advantage of a power boost when taking a tricky corner



TURBO BOOST: When you power slide, wait until your exhaust smoke turns black and then quickly press L1. Don't delay or you'll hear a backfire noise which means you've missed the boost



BRAKE SLIDE: When faced with a really tight bend, press and hold the square button when taking the turn. This will give you more control on the bend

MAD'TOONS

Just like Mario Kart, the eight playable characters in CTR are what really make the game fun. Watching their insane antics as you zoom past them is a great laugh. Each racer has their own distinct personality, so choose weely when deciding who you want to pla as. Here are three of our favorites.



no introduction. He may be a gangly little devil, but he knows how to handle a racing cart. Pick him if you want to go like a rocket



POLAR: A cute polar bear who drives a rather lightweight cart. Not very good if speed is your main aim, but ideal for some of the more challenging tracks where a light touch is essential



TINY. This great big bruiser has spiked shoulder pads that are just perfect for barging opponents out of the way. He drives a huge chunky cart that is perfect for roughhousing

GREATADVENTURE

If you fancing something a little more challenging than racing around like a maniac, the Adventure option opens up a wholi noting experience. Use your driving skills to gain entry to secret tracks and earn the right to challenge more of the boss riders.



relic that will help you gain entry into one of the special Cup races.

Smash the numbered crates to stop the clock



SKULL ROCK: You have to drive around this arena as quickly as you can, collecting all the crystals before the time limit expires. It's a lot harder than it looks



RIPPER ROO'S CHALLENGE: If you come first in four challenge races in one of the five Adventure Arena worlds, you get the chance to challenge the level boss. Beat the boss to win a key to the next world

INSTANT PLAYER GUIDE INSTANT PL MORE TRICK SHOTS

Mastering Crash Team Racing isn't just about learning the buttons for power and braking tricks. Here's a couple more explosive tips...



WUMPA FRUIT: If you collect ten of the Wumpa Fruit power-ups that litter the track, you will gain extra speed and your power-ups will be more potent



TNT: If someone throws a TNT power-up and it lands on your head, hop up and down using the R1 button to try and shake the TNT off before it explodes

WHAT WE THOUGHT

SIMPLE PLEASURES

In these heady days of megapowerful consoles and everincreasing sophistication, it's heart-warming to see a game based on such simple principles. Basically, you race people, you blow them to bits, and you have loads and loads of fun riding!

IT'S A MAD WORLD

The gamepley may be simple to understand, but the beckneys for all this resing fury are absolutely stunning. The first few times you race you won't be bothered about winning because you'll be too busy gawking at the amazing scenery. You really feel like you're part of a cartoon and you'll never get tired of racing around those wonderful workds.

SO JUST BUY IT

If you're looking for a fun-filled racing game, look no further. The mix of platforming and racing action is a unique touch that sets Crash Team Racing apart from the rest, while the 15-plus tracks offer a truly warks carting expecience.

apart from the rest, while the 16-plus tracks offer a truly wacky carting experience. Buy it and you'll never have another boring Christmas party. Ever.



IF YOU LIKE THIS TRY THIS... Mario Kart 64







COST: £24.99 OUT: NOV

MULTIPLAYER: NO

GEX 3: DEEP COVER GECKO

WHAT YOU NEED TO KNOW Gex is a secret agent gecko, and in this outing he has to rescue

heavy) from the clutches of his long-standing enemy Rez. This will entail collecting remote controls which allow him to transport to new worlds within a TV screen.

LIZARD CHARISMA

The main character animation is superb. Gex can slash enemies with his tail, scale walls and leap into the sky. He's a pretty agile chap, but suffers due to some odd level design

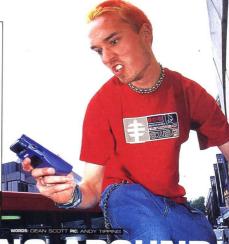
TAKE A RUNNING JUMP Missing a super-jump often means

lots of frustrating back-tracking. Leaping between platforms is trickier than it needs to be, since careless design often places the next platform off the screen.

WORTH PLAYING?

Gex is yet another Game Boy platformer that gets lost in the pack. Some gameplay tweaks would have made it a contender. but as it stands it's just too formulaic and frustrating





MONKEYING AROUND



COST: £24.99

OUT: OCT

MULTIPLAYER: YES

TARZAN A monkey simulator, Fantastic,

WHAT YOU NEED TO KNOW

Disney's next big animated feature is Tarzan. Here you get to be Tarzan, swing through trees and drive the nasty humans out of the forest. There is one minor change

from the norm though - this game is fantastic AMAZING AGILITY

You get to control characters from the movie, with a young Tarzan starring for the early part of the game. This kid is an absolute maniac. He swings. climbs and hangs just like a real monkey, and not even Sonic the Hedgehog could keep up with him. MONKEY BUSINESS

Later levels feature Tarzan as an adult, and in between you'll also get to play as Tarzan's monkey friend Terk. The graphics are the best vet seen on small screen. and there's even an FMV-style intro to dribble over

WORTH PLAYING?

This is one of the best games on the system, and the difficulty is pitched toward the younger gamer. Monkeys always look like they're having a great time, and this is your chance to get in on



Take off with Tarzan or go undercover with Gecko



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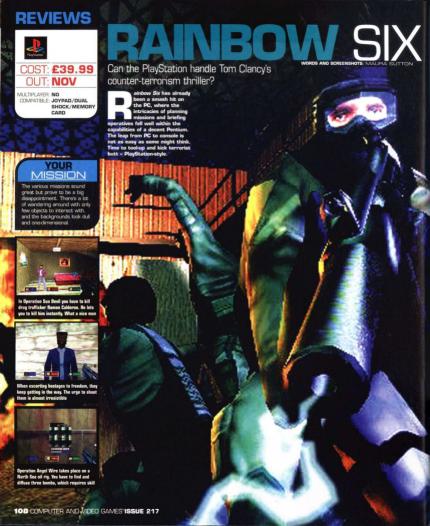
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ACTIONMEN

Plugging baddies is a bit like shooting plastic ducks at a funfair. The targeting mechanism is poor, and the general handling of the weapons is cumbersome and annoying. The paltry selection of gadgets on offer is just as depressing.



The M-TBAZ is the only weapon with a decent aim in the whole game. You can shred the enemy qui well with this one, if you can be bothered



The frag grenades are quite useful if you can't see who's round the next corner, but the pathetically small explosions are uninspiring



Much of the PC version's success was down to Raiabow Six's absorbing strategic elements. The PlayStation version attempts to duplicate the detailed pre-mission screens of the original, but the choices you get to make about the missions are limited.



The information screens are packed with facts about your mission, as well as background details on organisations and terrorist groups involved. Quite interesting really



Selecting equipment for your men is frustrating because you're unable to carry very much. Actually, there's not much to choose from anyway



This is where you must decide where to place your men. Not very exciting, eh? Put your team where you like, it won't have any real effect on your chances

"Clues like creaking floors are a neat twist"

WHAT WE THOUGHT

FIRST IMPRESSIONS

It all source solutions, Controlling an eiths SAS-style courter-tearrorism squal in a verification of the composition of the co

interesting to do. Like watch paint dry.

The realism and tension within Rainbow Sx have translated well from the PC version. The fact that you can get killed with just one bullet may be frustrating early on in gameplay, but its refreshing to find a game that's so realistic. Also, the fact that you have to pay close attention to aural clues – like creaking floorboards – is a neat twist. The moments like these that Rainbow Six becomes almost enjoyable.

LAST IMPRESSIONS

This game is so annoying because it could have been every bit as good as the PC version. Instead, it comes across as a very poor second. The graphics are drab and lifeless and there aren't even any cut, scenes or FMV sequences to propel the story. The control system is unvietlely and the absence of any decent weapons is bit of lar-down. Get yourself a copy of the PC version by all means, but PlayStation owners should stick to Syphon Filter or Metal Gear Sold, while NB4 owners

should hold tight with Goldeneye and wait for Perfect Dark.



IF YOU LIKE THIS TRY THESE... Hidden and Dangerous, Syphon Filter: Goldeneve

REVIEWS



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COMPATIBLE: JOYPAD/
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ball flies
through the
air. This one
is heading for
the green



9m

MARIO GOL

Mario and his famous friends get together to play some crazy golf

ORDS & SCREENSHOTS: IRENA POGARCIC WHAT YOU NEED TO KNOW Mario and his gang are back on Nintendo doing what you'd least

expect. But after the fantastic Manio Party, anything's possible. This time they've been let loses on a golf course. Not only are the old familiar faces here, but there are new characters

characters too, like Baby Mario, who cries when he misses a shot. New characters are won by beating your opponents, and in true Mario style, earning coins opens new areas.

BIRDIE NUM NUM

Playing is easy, so you'll soon startscoring points. Earning a certain amount will open up new courses. You can score points in every mode you play but playing well in the Tournement mode will score you the most. If you hit a per four-hole with three strokes you'll score a bride and get a Birdie Badge,

A FRIENDLY ROUND OF GOLF

Manio Golf offers a variety of multiplayer modes. Match mode can be played with two people and the player with the fewest strokes on a hole will win that hole. Smiller to this is Slien's Match, which can be played with up to fine people. when a skin! If two players take the same number of strokes, the skin is carried through to the next hole. In Club Slots mode, a slot machine will determine which clubs you use.



SKILLS TO PAY THE BILLS Mario Golf introduces some fun

one-player modes. In Speed Solft, power modes. In Speed Solft, player who takes the least time to finish the course wins. Ping Shot is a skilful gaine in which not only do you have to hit par, but the ball has to go through rings set around the hole. If you do both, you'll be awarded with a star:

WORTH PLAYING?

Although golf games can be boring to some people, Mario's take on the game is fun and very addictive. The controls take some getting used to and putting is difficult to

begin
with –
but et
but et
least your
player is
always
pointed
your
games can get very
addictive and the oneplayer game has enough variety to
make Mario Golf one of the best
ooft games aroung oft games aroung

computer and video GAMES *****

Mario Party (N64), Actua Golf 2 (PS)





Lots of courses to play on, including crazy golf, except it's not that crazy adult Mario. How's that possible eh?

RAYMAN 2: THE GREAT ESCAPE

Add Mario to Zelda, stir well: Rayman's recipe of fun words & screenshots: DEAN SCOTT



2/50

Take a rocket to see the sights





How do you swim without arms and legs?



WHAT YOU NEED TO KNOW



Rayman 2 is a leap away from its predecessor. The new game borrows heavily from N64 classics like Mario 64 and Legend Of Zelda, but crucially adds enough new ideas to make it a worthy title, and one fit to be named alongside Mario 64 as one of the finest platform games on the console

CHILD'S PLAY

The only major sticking point in the game is the difficulty level, which is pitched at the younger gamer. This is no bad thing, since Nintendo's classics - Zelda, particularly - were often unforgiving. An experienced player will blast through Rayman in no time, but will have a fantastic time doing so. Even the cut scenes are great, and will often have you in fits of laughter.

EXPAND YOUR MIND

Rayman 2s graphics are fantastic and look even better with the memory expansion pack. Rayman himself looks great despite not having arms or legs, and the Supporting cast are superbly

detailed, whether Rayman is swimming with the fishes or flying through the sky on a rocket.

WORTH PLAYING?

Rayman 2 is a superbly playable and excellently designed game. The gameplay varies all the time, so you could be looking upwards with rocks raining down one minute, be sliding down a greasy chute the next, and shortly after. Rayman himself is a delight to control, and the intelligent best angles. It's an N64 game that you've got to play.



IF YOU LIKE THIS TRY THESE ... (N64), Crash Bandicoot 3 (PS)



oid fire. It tends to take your skin off



REVIEWS



MULTIPLAYER: NO COMPATIBLE: MEMORY EXPANSION





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2012 makes even the chaods
Power Stone seem tame.
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plays great, and looks terrific.
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with 360° freedom. Be careful,
this could blow your mind.

A PSYCHICCER YOU WILL BE

Psychic Force fighters are known as Psychicorrs, due to their great mental powers. The energy gauge for Psychicoars balances physical power (Life) with mental agitis (Psy). Psychicoars become more powerful as their Psy gauge gets larger.



Your Life and Psy gauges begin equal. As your fe depletes, there's more room for Psy energy



Strong projectiles and Special attacks use up our Psy. Use the command buttons to recharge



More Psy energy equals more power. Spin t B-pad full circle and press all three buttons



RAISE THE BARRIER- FAST

You get bombarded with all kinds of psychic artillery and need all the protection you can muster. To this end, Psychicoers can summon three bypes of barnier, plus one special defensive shield activated after a knockdown. Heck, even defence is complicated.



Here you need Psy energy and the ability to whip the D-pad through 360°. This Barrier Guard protects against all but Barrier Break moves



Once your Psychiccer has been knocked for six by an attack, quickly press Away, Towards, and Guard, to stop the onslaught



Psy-Impulse is a simple technique to get out after being knocked down — whether to use it or not is a tactical decision

ALL RANGE BATTLEEXPLAINED

You may gain the advantage, or find yourself open to attack in any place within the arena (PsyCube). Psychicoers battle using a mixture of long-range projectiles and close-up combination attacks. Some may even leave traps floating ominiously in between.



Use Strong projectiles to cause the other guy to make mistakes. The Strong projectiles sap your Psy Gauge, but do some damage



The moves are more conventional close up – punch and kick combos similar to other fighting games – but grapple techniques are explosive



Psychiccers have useful mid-range attacks that require great dexterity. These often stun the opponent, leaving them wide open

MAKE ITSNAPPY

Key to surprising any opponent, especially the heavier ones, is snappy manoewering. Again, there are a few options available. Hanging in the air, slowly moving into position, is usually reserved for psyching out the other quy before exploding into action.



Tap both attack buttons together to Dash at the fastest speed the way you're facing. You can deflect some weaker attacks this way, too



More tactical zipping about, where you combine a direction plus the two attack buttons to outwit the other guy. No defense, though



You'll need to be faster than the speed of thought to work this one into your strategy, but it allows your Psychiccer to dodge attacks

WHAT WE THOUGHT

HEADACHE

Psychic Force 2012 isn't a game that you play casually, it's something you practise relentlessly to make sure you'll stand the sightest chance, it's unforgiving, a real pain in the ass, and the first impressions are. This is just too weird'.

ENLIGHTENMENT Something clicks, how

Something clicks, however, and you find yourself lured by the ultra-cool characters; intrigued by a CPU that seems always capable of getting the better of you. The music is scorothing – techno-rock was made for an extreme game like this. The whole experience is a fast, adenalinepumping assault on your nerves.

TOUGH CUSTOMER

You've a wicked new box of tricks aching to power-up something fresh and exciting. So don't be boring. Worse case scenario is that you never quite get the hang of Psychic Force 2012, but even then it remains interesting in a kooky kind of way. For the converted, Psychic Force 2012 will be worshipped as a revealation.



IF YOU LIKE THIS TRY THESE. Soul Calibur. Power Stone



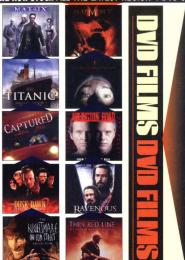


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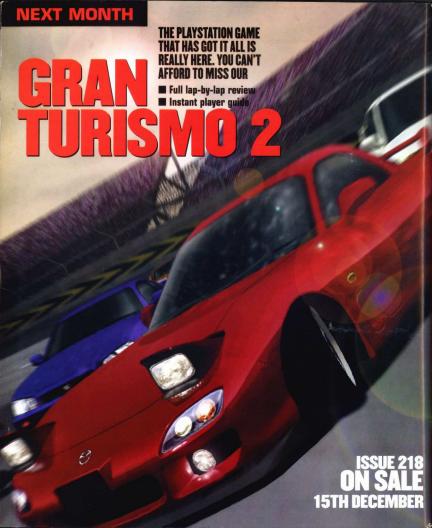
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